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GAMES WORLD

THE MAGAZINE

SPITTING MAD!

JURASSIC PARK

THE CHAOS CONTINUES

Another UK exclusive! Jurassic Park II roars onto a ferocious 8-page preview inside.

EEK! IT'S... MICKEY MANIA

Disney's favourite son returns to the console in a stunning new adventure.

Your Last Chance to Enter Britain's Greatest Competition EVER!

WIN YOUR OWN RISE OF THE ROBOTS ARCADE MACHINE INSIDE!

ALSO FEATURED INSIDE:

- Burn Cycle
- Boogerman
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- Cannon Fodder II
- Discworld
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■ ISSUE 4 ■ £2.50 ■ OCTOBER 1994

SKY ONE

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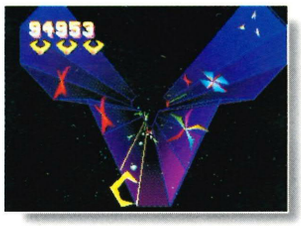
■ ISSUE FOUR ■ OCTOBER 1994 ■ JURASSIC PARK II ■ BURN CYCLE ■



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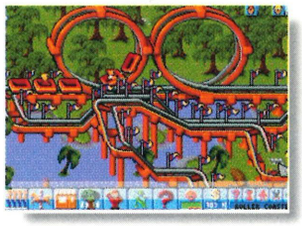

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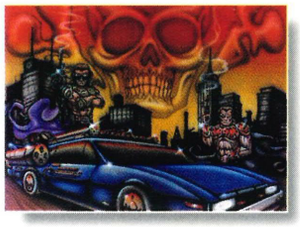

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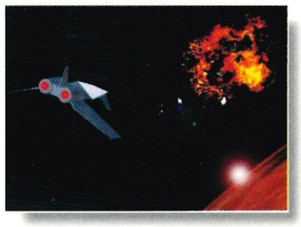

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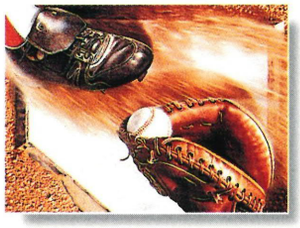

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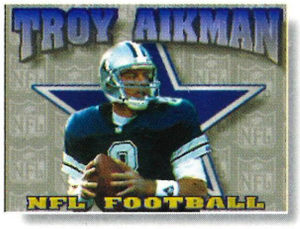

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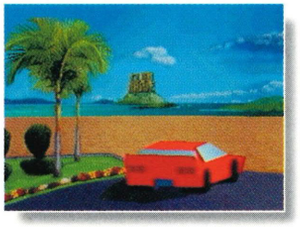

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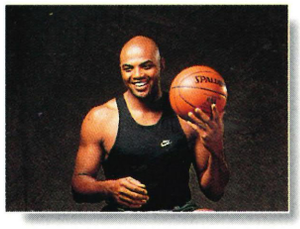

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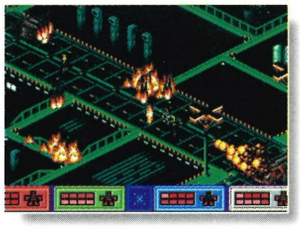

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This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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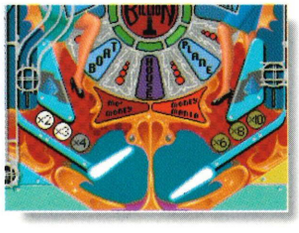

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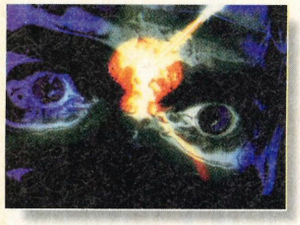

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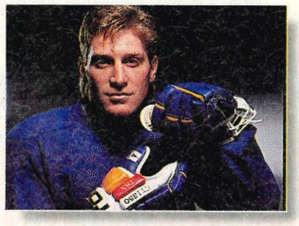

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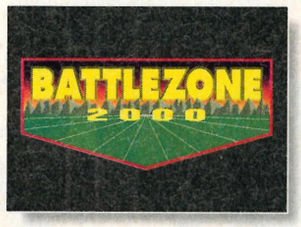

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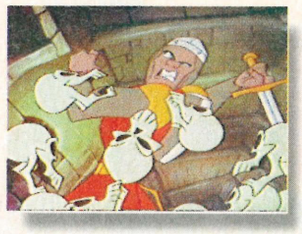

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DOUBLE DRAGON V:
THE SHADOW FALLS™
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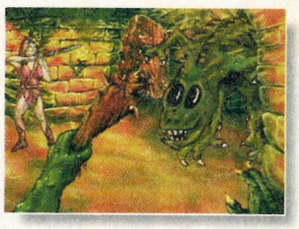

DUNGEON DEPTHS™
Midnight Software

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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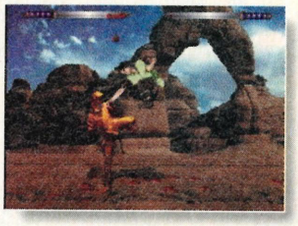

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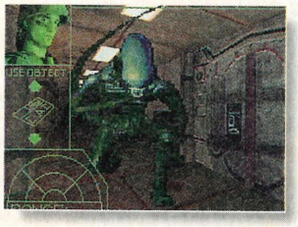

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INTERACTIVE MULTIMEDIA SYSTEM

ICON

...Games World...Games World...

OCTOBER 1

We put you in the saddle for...

BURN CYCLE 52

Exclusive! This could be the greatest CD-i game yet and you'll only read about it in Games World: The Magazine.

Rabbit punches galore...

BRUTAL

Gametek set the fur flying in this sharp-clawed combat game for the Super Nintendo. Be warned, these animals bite... kick and gouge.

44

Do ya think he-saurus?

JURASSIC PARK II

A UK exclusive for the World Gamers, as the prehistoric chaos continues in the world's most famous theme park.

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es World...Games World...Games World

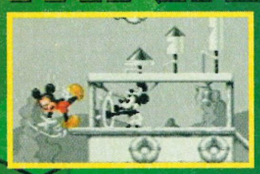
994 ■ ISSUE 4 ■

BACK ON AIR!

Games World will be beaming into a living room near you soon, thanks to the wonders of satellite technology. Turn to page 24 to find out who will be appearing on what night in 'It's Showtime'.

Shut your trap!

MICKEY MANIA 58



Disney's biggest star is back on the big consoles in a stunning new release from Sony. We've got both versions.

Gunning for even more fun...

CANNON FODDER II

Be sensible, those little chaps with the big helmets are back to spray the lead about one more time.

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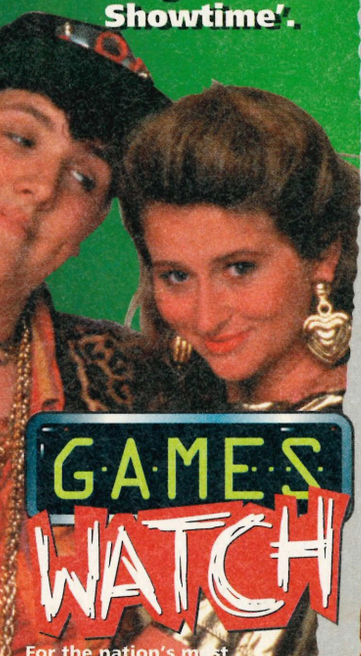

GAMES WATCH

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EDIT

GAME BOY: RESPECT IS DUE

As readers of **Games World: The Magazine** will know, I am a great fan of 'hype' and the whole process that can lift a product from relative obscurity to the dizzy heights of desirability. Muhammed Ali was an expert at it, many movies flourish from it, and pop stars have turned it into an art form. Countless games have topped software charts as a result of clever 'hype weavers' and I, for one, have no problem with any of that – it adds a bit of colour to the industry. But, if you push yourself to the front in this way, you must be able to live up to expectations, otherwise the whole thing can implode faster than you can change identity and leave the country. That is the dilemma facing the new wave of 'dream machines' being pushed forward at the moment and whilst I wish them all well and will continue to support them to the hilt, I must admit they have been pushed into the shadows somewhat in my games room at the moment. I am delighted to say that over the past few months, one machine has stood above the rest. It is reliable, ridiculously low priced and backed-up by a tidal wave of quality software support. If you want top-notch gamesplaying now, forget 32bit this and 64bit that, just pop into town and grab yourself a Game Boy.

Firmly established now as the country's number one handheld, the Game Boy has been undergoing something of a renaissance of late, playing host to many of this summer's best releases, like *Donkey Kong '94*, *Warioland*, *Mega Man III* and *Micro Machines*. All of these carts are great games, excellent value for money, and represent endless hours of entertainment. You've also got *Tetris 2*, *Bomberman 2* and *Monster Max* to test your wits and drive you up the wall and, to satisfy even the most demanding of action freaks, there is the brilliant *Mortal Kombat 2* to look forward to. All this from a monochrome machine that costs under £30 and fits in your back pocket.

There is a lesson in this for everyone who is harping on about the benefits of the brilliant new machines that are just making their way onto the UK market... you can't beat good old fashioned playability. High specs, countless amounts of memory and flash boxes count for nothing if you don't have the software to plug into them. There's no need to go back to basics, just don't lose sight of them.

Enjoy

Dave Perry

DAVE PERRY SIGHTINGS: Part 1

■ Have you noticed how many people in the games industry are now imitating our 'Unstoppable Games Animal'. How many have you spotted?

■ **Fan No 1:** THE VIOLET BLADE is returning to Games World TV show as the 'violent' Blade, resplendent in leather trousers and bandana!

■ **Fan No 2:** THE EDITOR of a Sega magazine recently appeared on his editorial page sporting a brightly coloured, painted on bandana!

A message from the man himself:

"Thank you, I love you all. But there can be only one original!"

Send an SAE to the Dave Perry Fan Club, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemo... no, we're only kidding! Or are we?

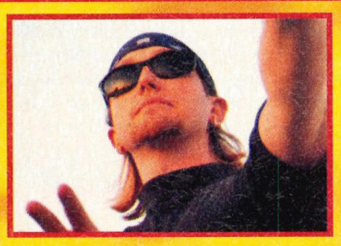
MEET THE REST OF THE TEAM

■ Rarely seen gracing the pages of this wonderful magazine, are the faces of Pete 'Nasty' Wilton and 'The Legendary' Mark Kendrick. These are the boys responsible for making sure that not only does **Games World: The Magazine** kick butt in the design stakes, but that it is also always on time. In the office this dastardly duo terrorise the editorial team but, we have to admit, respect is grudgingly due in abundance.

■ He's nasty, he's cruel but he's ours. Yes, it's Production Pete.

EDITORIAL

THE WORLD GAMERS THINGS WE HATE ABOUT EACH OTHER



DAVE PERRY

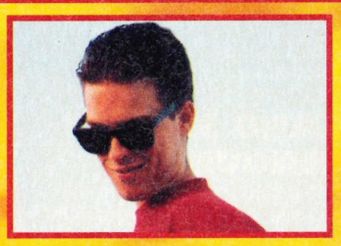
■ The Games Animal has disappeared! Just as panic was setting in over minor things like magazine deadlines Dave just vanished (as if by magic) leaving the offices quiet, mysterious and ego-free, like the bridge of the Marie Celeste. Rumour has it, at this very moment he's laid out surrounded by rubber-clad babes filming something called Games World with the silky Games Mistress servicing his every need. Of course, like the rumour about Ade, this could be totally untrue... Or is it?

NICK WALKLAND

■ He didn't go! Just as we were waving our Dep Ed off at the station, he leapt from the train and pronounced his undying love for Britain's best loved games mag. Just as well really, with Dave filming for Games World again we wouldn't want to lose someone of the 'Lover Man's' vast experience (not to mention wit, charm, endearing Northern accent...Whadda ya mean he still wants a pay-rise?!). Perhaps he finally feels at home in our Games World family, or perhaps he's planning an office revolution...

NICK ROBERTS

■ 'Nicko 1-2' has recently had a telephone receiver grafted to his ear by a leading surgeon, just to save time. Always on the phone chasing the hundreds of games that scurry across the pages of **Games World: The Magazine** each and every month our boy-racer has been dashing back to Shropshire down the motorway for romantic candle-lit liaisons with his woman, it seems like there's never a free moment for our former Disco King turned games guardian. Rock on Nicko!



ADRIAN PRICE

■ Where are you Ade? That smarmy charley, Ade Price, has skipped most of this issue by taking a holiday back home in Bath. A holiday! It's almost unheard of on this magazine and he didn't even bring any good presents back with him.

Determined to steal the 'Lover Man's' reputation as an industry womaniser, the 'boy' Price has bought himself some flash new aftershave and has begun regularly swanning off to the bright lights of London town for 'important PR meetings' (read; going to Prodigy gigs and dropping bags of chips).

DAVE: Things I hate about the World Gamers...

■ They're so lazy. As an office full of the country's top gamesplayers they tend to get too complacent! And they talk about me all the time behind my back, I know they do. I wait outside the door and listen. They think I'm paranoid, I know they do, all of them!

NICK: Things I hate about Dave...

■ How much space have I got? Oh well, being a TV luvvy he also pops out of the office just when the heat starts on the magazine. The term Megalomaniac isn't big enough for this man, he's all EGO, and he has a pretty dubious line in clothing, with his bandanas and those dodgy leatherette waistcoats. The cherry on the cake is that he gets all the goodies from the software house and he's pretty annoying in the ball juggling stakes...

NICKO: Things I hate about Ade...

■ The thing I really hate the most about the 'boy' Price is that he's got a big comfy chair with handles to pull and everything! I'm stuck with a piece of board to sit on and it plays havoc with my piles. His taste in comedians is a little sad as well.

ADE: Things I hate about the Nicks...

■ Well for a start, Nick R is continually singing naff Eighties Depeche Mode songs with Mark and they sound uncannily like the records. As for Nick W, he has this coffee machine on his desk that reeks of pure Colombian, and, as if that wasn't bad enough he's an evil tyrant innocently wrapped in a cute Clark Kent exterior. It's sheer hell, you know?

GAMES WORLD THE MAGAZINE

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WORLD NETWORK

3DO HITS THE STREETS...

The long awaited 3DO format officially hits the streets this month in the form of the Panasonic Real FZ-1 at the price of £399 with a free copy of *Total Eclipse*. For those who don't know about the machine, it's a dual-speed CD-based machine featuring a 32bit ARM RISC CPU running at 12.5 MHZ with digital-audio sound in a multi-tasking operating system. Graphically impressive with two 32bit custom graphics chips allowing for photo-realistic images and smooth animation, shifting pixels at a rate of 64 million per second out of a colour palette of 16.8 million. The official version that you should be able to pick up in the UK is fully compatible with European PAL TV's as well as with the NTSC kind. Unfortunately, at the time of writing there will only be three initial games that aren't specifically NTSC versions, so quite a few games will have a pillar box slot effect on standard TV's. If you want to dash out and pick one up it will come bundled with *Total Eclipse* and there should be quite a few EA and Crystal Dynamics titles available at the launch.

...AND 3DO 2 IS ANNOUNCED

However, in a poorly timed leak, the 3DO company have let it be known that they are preparing for the 3DO standard's successor already. Currently under development for late 1995/early 1996, the new machine specs will boost the speed to a scorching 50 or 66MHZ and shift pixels in excess of 250,000 per second. It has been suggested that these new specs won't require a new machine for existing 3DO owners, they'd simply need to purchase the add-on as a slot-in cart, although the specs will be standardised when the new upgraded 3DO appears. Of course, the complete details have yet to be decided and prices are open to speculation but **Games World: The Magazine** will keep you fully informed.

VR GETS REAL

VR in the home has been forecast for years but it's only going to become a reality now, thanks to US firm Forte Technology who are pushing forward with their own unit and headset, the VFX1. Fully PC compatible, slotting straight into the standard VGA port, it's already being bandied around as one of the year's hottest peripherals – as it tracks head movements and weighs less than two pounds. Using a colour LCD, the effect is like standing in front of a 35 foot screen. Of course, this reality will set you back around £700 but it's a darned sight cheaper than everything that's been tarried around since the system appeared (VR units in the arcade are priced at £4,000 approx). Due for release later this year, it will have a version of id's classic *Doom* at launch and several EA and Ocean games including, we are led to believe, a version of the yet to be released Flying Carpet by Bullfrog.

ULTRA RENDERED

The Nintendo Ultra 64 are taking the expertise of some of the biggest names in the industry and are taking technology from a company called Rambus with its stupidly fast 500 MHZ processing system. As Nintendo plan to change the whole view of how games are seen, they're incorporating the hardware to allow 3D graphics rendering of a quality that would usually be expected only of graphics workstations.

PSYGNOSIS NAME CHANGE?

Rumour has reached us that Liverpool-based Psygnosis, rapidly approaching its tenth anniversary, are considering changing their name to be closer affiliated with parent company, Sony. As Psygnosis have some of the largest groups of development teams in the country under their wing and are working closely with Sony over the PlayStation and game developments, it would probably make sense to be known as a Sony company in its title. We'll give you the full low-down on any announcement next month.

BROADCAST TO THE NATION

Hewland International, the makers of Games World: The TV Show, have announced that it is opening up its own bulletin board on the net. This bulletin board service is for all viewers and readers of Games World and will allow you to send messages to the show, to the magazine, and to each other. The Games World/Gamesmaster/Hewland BBS will also feature a games exchange, cheats, reviews and game demos. Also, you will be able to send live messages to the screen during Thursday's Games World Live Show to say whatever you want, so long as it isn't obscene (there will be a few seconds buffer!) If you're modem-ready, set your comms software to 8bit, no parity, 1 stop-bit, and check it out on (081) 539 6763.

EMPIRE OF EGGS!

Disney did it first. Sega are trying it. Now Namco, the creators of *Pacman*, have set up their own theme park in Japan with the bizarrely entitled Empire of Eggs. Known as an 'active experience type' it consists of six main attractions, the main attraction being *Fighter Camp*, the world's first in-arcade real flight simulator. Players join in teams and learn to fly an aeroplane – the more you play, the more real training you get. There is also a virtual reality movie ride for 56 people, a Quasar arena, a voice recognising *Drift King* racing game for six people, an arcade with 26 of the latest arcade games and two kinds of acrobatic attractions where participants can jump around if they're feeling energetic. There's also the obligatory cafe to line your stomach before it's unlined. Sounds intriguing, but what have eggs got to do with it?

SATURN FRANCHISE

In Japan, Sega have begun signing up hardware licensees for their next generation Saturn CD interactive games machine. This could break Sega's monopoly on producing their own hardware and is very similar to the way that the 3DO company licensed out its technology to Panasonic, Samsung, Goldstar and Sanyo. So it is feasible that we could see, for example, an Hitachi Saturn as well as the Sega Saturn.

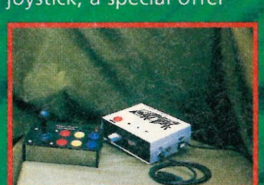
SONY PLAY WITH SEGA

Unlike the other big console makers like Sega and Nintendo, Sony aren't ignoring other systems and concentrating solely on their own PlayStation. Sony have announced that they will fully support and provide for Sega's soon-to-be released Mega Drive 32 add-on and potentially, the Nintendo Ultra 64 when it's released later next year. Of course, whether their attitude will change when it's time to really push their PlayStation system is anyone's guess but it's an honest breath of fresh air from a major hardware and software producer.

SUPER GUN

Arcade machine distributors, Hearts Leisure, are currently looking into the home market with their Super Gun. With two joystick ports, start buttons and a scart output, it may look dodgy but it's what it can do that's appealing – bring true arcade games into your home. The 'carts' you get for this aren't little plastic things but actual arcade boards, Jamma PCB's, the guts out of the arcade industry's standard coin-op machines.

And the price of having the chance to play arcade games in your own home? Surprisingly, the Heart's Super Gun only costs £109.99 or, with the arcade quality Voyager six-button joystick, a special offer price of £129.99. Of course, you have to pay for the boards as well which do cost quite a bit, varying from £20 for an old game, to in excess of £2,000 for the spectacular new jobbies . So if you want the real *Mortal Kombat II* to show off, you'll find yourself with a fiver left out of £1,400. Expensive, but very flash.



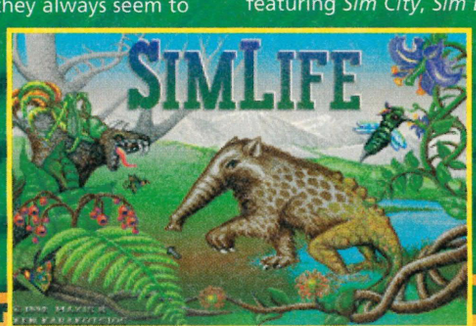
COMMODORE FRESH START?

Good news from Commodore stated that the company isn't dead, and production of the Amiga will re-start in October. As Commodre stated, "it's all systems go and there is nothing to worry about." This means that Commodore must have found a new backer. However, they are not letting on who this is. It had got to the stage where even the Commodore UK management put in a bid to the court in the Bahamas to persuade creditors to continue trading and there has been interest from at least two major companies, MBO and Samsung.

Relying on the popular CD32 and A1200 at the moment, a new machine is in the pipeline combining both technologies (a CD-1200?). We believe this could be released late this year, or early next.

SINK OR SIM

Maxis can't seem to keep out of our news or Future Screens section, they always seem to have something on the burner. They've now announced a version of *Sim City* for the younger player with *Sim Town* and also *Sim Tower*. *Sim Tower* looks excellent, a vertical *Sim City* if you like, dealing with the life and strife of a growing skyscraper complex. They are also bringing out a limited edition cheap-price collection in *Sim Classics*, featuring *Sim City*, *Sim Life* and *Sim Ant*. Surely that's enough 'sims' for any one paragraph. Well, for true *Sim City 2000* fanatics they are releasing *The Urban Renewal Kit*, a buildings editor that will allow you to adapt buildings in your city – yep you'll be able to build that extension to city hall you always dreamed of!



ACTIVISION ROAR AGAIN

Activision, one of the old giants of the original console days have finally received approval from Sega to officially release its games on the Sega system, the first two being *Pitfall* and (Games Watched in this issue) *Radical Rex*, both due for a November release on the Mega Drive and Mega-CD. It seems strange to us at Games World that it has taken them so long to get it, especially as they were one of the first to publish on Sega systems in the US.

ACCLAIM GET RATED

Acclaim have joined ELSPA's voluntary game rating system suggesting the age suitability of games. This is particularly interesting as *Mortal Kombat II* is due out on four formats and is particularly gruesome and gory. Whether this is a subtle scam to announce it at this time or whether they truly want to offer parents the chance to make informed choices about the type of game being played by their kids. ELSPA, the industry's regulatory body, are still trying to get blanket acceptance of the self-regulation of games especially with the CD FMV titles appearing on the scene at the moment.

NINTENDO FLYING HIGH

British Airways have announced that it will begin to incorporate the Nintendo Gateway system in 114 of their aircraft. The Nintendo system allows the passenger to play any one of ten SNES games on a small screen via a different-looking controller which also allows you to make purchase orders. Quite a smart idea for British Airways to follow the lead of the Middle and Far Eastern airlines with this service.

INTERPLAY'S FRIENDLY GHOST

MCA signed up the rights to Steven Spielberg's next blockbuster movie, Casper. Well, they're already working on the 'friendly ghost' for a summer '95 release with a whopping special effects budget in excess of $10 million dollars payable to Industrial Light and Magic. As MCA own a sizeable chunk of Interplay, it's quite safe to suggest that Interplay will have the rights to produce the game of the film. However, an interesting aside is that from 1995 Interplay are the first to announce that they will start ignoring the 16bit machines in preference to the Sega Mega Drive 32, Sony PlayStation and Nintendo Ultra 64.

ON THE BUSES

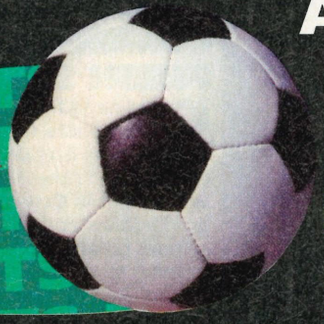
They'll all at it. Up and down the country Sega, Nintendo and Panasonic are cruising up and down the country showing off their wares and setting challenges to anyone who believes they are good enough to test their game playing skills on either the Mega Drive, SNES or 3DO. Most places will have a visit at some time or another and the list is too big to print here, so check out your local press for details.

SEGA PRO

ISSUE 37

NEXT MONTH IN SEGAPRO...

Three HUGE events!



A **WORLD EXCLUSIVE** review of **FIFA INTERNATIONAL SOCCER 2,**

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a massive preview of Sony's block buster!

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SEGAPRO Issue 37

– ON SALE SEPTEMBER 8.

4-PLAY!

UNSTOPPABLE!

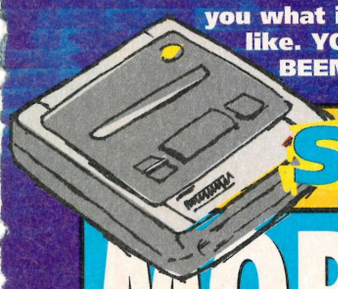
■ The ultimate accolade any game can obtain is the 'Unstoppable!' stamp. Awarded to games achieving 90% or more in the 4-Play section, this is the mark of a truly classy piece of software, a 'must buy' item, a possible Game of the Year. ■

REVIEWS WARNING

If a game is released this month you should find a review for it right here in our 4-Play section. If you can't find a score for a game you know has been released, be careful, because we may not have considered it even worth reviewing, or the game's Publisher might not have had the confidence to let us tell you what it's really like. YOU HAVE BEEN WARNED.

REVIEWED 4 YOU!

- An American Tail
- Asterix
- Ballz
- Banshee
- Battle Bugs
- Battletoads Double Dragon
- Bump 'N' Burn
- CD3
- Choplifter III
- Claymates
- D-Day
- EA Sports Tennis
- Heimdall 2
- Ishar 3
- John Madden Football
- Jurassic Park
- King's Quest Collector's Edition
- Leisure Suit Larry: Shape Up Or Slip Out
- Manchester United Premier League
- Mario Andretti Racing
- Mortal Kombat II
- On The Ball
- Planet Football
- Police Quest: Open Season
- Putty Squad
- Quik: The Thunder Rabbit
- Race Days
- Rebel Assault
- Shock Wave
- Space Quest Collector's Edition
- Super Adventure Island 2
- Super Battletank 2
- Super Hero League Of Hoboken
- Super Ice Hockey
- Super Wing Commander
- Sylvester & Tweety In Cagey Capers
- The Even More Incredible Machine
- Star Wars Chess
- The Horde
- Tom & Jerry Frantic Antics
- Total Eclipse
- Turn & Burn: No Fly Zone
- Twisted
- Universe
- Val D'Isère
- Wild Cup Soccer
- Wolfenstein 3D
- Yogi Bear
- Yogi's Gold Rush
- Zool 2



SNES GAME OF THE MONTH!

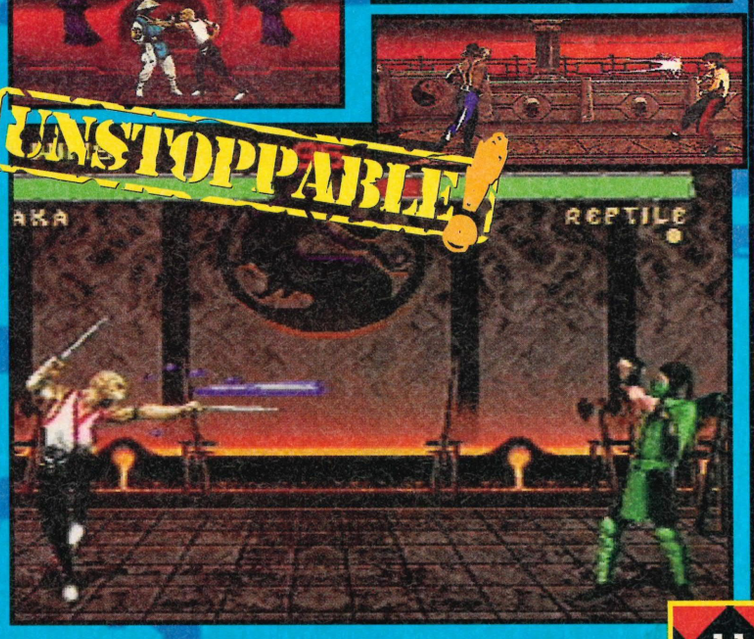
MORTAL KOMBAT II

■ SYSTEM: SUPER NINTENDO
■ PRICE: £TBA ■ SIZE: 24 Mbit
■ PUBLISHER: ACCLAIM

■ When you get a red-hot arcade game, like this one, the most important thing about any conversion is that it accurately reflects the original. That didn't quite happen with *Mortal Kombat*, but *Mortal Kombat II* is the nearest you will get to an arcade perfect combat game on console. With excellent graphics, fast gameplay and outstanding FX, this is worth every penny. ■ **DAVE** ■

■ This is so good. Try as I may to hate this like I did the original I couldn't do it – there's too much going on, the graphics are brilliant, the sampled sounds, speech and music are excellent, and the variety of moves and actions that are available is just plain staggering. It's bloody and it's funny and it's the best SNES release for ages and definitely the best arcade conversion yet. Toasty! ■ **NICK** ■

OVERALL 95



■ Perfection. That's the only word that can describe *Mortal Kombat II* on the SNES. It's definitely the best version of the four we've got for review this issue with excellent gory animation, some stunning death moves to discover and everything that made the arcade machine an instant hit. You simply won't be able to put the pad down once you start playing a one or two player game. ■ **NICK R** ■

■ This is excellent. No doubt about it, this is the game that had us glued to the TV for many a late night. The real fun is trying out all of the special moves and watching the Fatalities in action. There's plenty of blood, more than enough even for the most gore-hungry amongst you. The animation is smooth and the sounds are awesome. Start camping outside your stockist, NOW! ■ **ADRIAN** ■

SYSTEM: MEGA DRIVE
PRICE: £39.99 SIZE: 16 Mbit
PUBLISHER: ACCOLADE

BALLZ

An interesting attempt to introduce depth-of-field into a combat game. Similar to *Virtua Fighter*, the characters move from foreground to background, which is very confusing as they are all made up of different sized balls and you often cannot judge the perspective or tell which way they are facing. *Ballz* has a rare sense of humour but I would recommend you try before you buy. **DAVE**

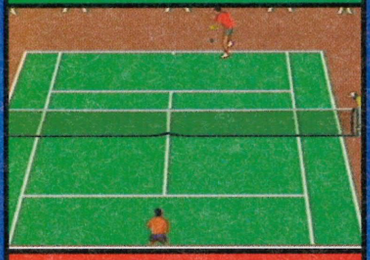
Ho ho. What amazing witty repartee I could have slagging off a game called *Ballz*. Sadly, I quite enjoyed it. Graphically, the use of balls in the characters is novel and highly entertaining in its spatial 3D fighting arena. However, the visuals and sounds can get a tad too repetitive and the difference in usage between the characters is annoying. A game that's better to watch than to play. **NICK**

This is an odd game for all combat fans that'll make a refreshing change from *Street Fighter II* and *Mortal Kombat*.. Each of the characters is created using a number of coloured, textured balls. The presentation is a little bland though but this is made up for by the cool music with some really great sampled voices. *Ballz* certainly isn't your conventional beat'em-up but it's lots of fun. **NICK R**

Now this is a novel twist to an established theme of games. *Ballz* is a fun beat'em-up that has characters that are composed entirely of spheres. The action isn't gory, but it is fast and fun and there are loads of special moves for you to find. Each fighter has his or her own distinct style, and when they're not fighting, they're posing. Good clean fighting fun that you should enjoy. **ADRIAN**

OVERALL 77

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: ELECTRONIC ARTS



EA SPORTS TENNIS

Why bother! This has to be one of the worst tennis games of all time! In fact I am struggling to think of a worse one than this. You can't help noticing that there is nothing 'natural' about the game. The rubbish speech and appalling FX combine with the most bizarre ball action that I have ever seen. Players like McEnroe and Borg are featured here but their sprites are unrecognisable. Steer clear. **DAVE**

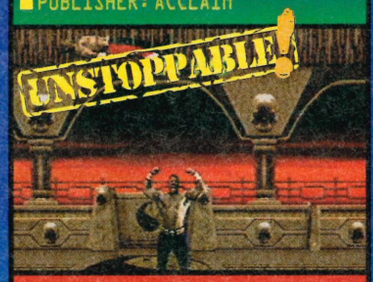
EA are the masters of the sports sim but *EA Sports Tennis* doesn't quite live up to the high expectations. So all the statistical and gameplay accuracy is packed in there but what it needs is more of a boost in gameplay. Fun only in small doses, I still leave the console feeling somewhat let down by the lack of thrills, the plain graphics and poor sound quality. Not a touch on *Pete Sampras Tennis*. **NICK**

After playing *Pete Sampras Tennis* on the Mega Drive *EA Sports Tennis* is a let down. Okay, so *Sampras* had a more cartoony style and this is more of a serious sim, but I much prefer the *Sampras* game. This looks bland with an empty court, simple sound effects and an unfriendly control method. All the big tennis stars are in here though so tennis freaks may find some playability. **NICK R**

Tennis games are getting more sophisticated as time goes by. The SNES has a few decent ones and the Mega Drive is starting to get a few too. But this isn't one of them. For a start the graphics just aren't up to scratch, even though they have used rotoscoping it's far too boring to play. Unlike *Pete Sampras Tennis*, this has no fun at all in it and is just a lame tennis game. **ADRIAN**

OVERALL 31

SYSTEM: MEGA DRIVE
PRICE: £TBA SIZE: 24 Mbit
PUBLISHER: ACCLAIM



MORTAL KOMBAT II

Even with the imminent arrival of *Super Street Fighter II*, *Mortal Kombat II* has nothing to fear from its MD competitors. Avoiding the mistakes of its predecessor, *MKII* delivers more characters, more speed, and far more depth than the original. Pulling off the special moves and finishing sequences takes practice but is very rewarding. This shouldn't disappoint anybody. **DAVE**

In my opinion, the only thing the MD *Mortal Kombat* had going for it was blood and that couldn't hold my attention for any length of time. *Mortal Kombat II* has all that and a darn sight more, namely it's fun, there's so much to do and I, an avid *Mortal Kombat* hater, enjoyed it. A bloody brilliant fight release. Acclaim have really pulled off some magic moves with this one. **NICK**

I must admit to not being a big fan of beat'em-ups in general, I prefer to get stuck into a good platform game but the new version of *Mortal Kombat* really got my pulse racing. The MD game isn't quite as slick as the SNES one but it still has some gruesome, gory sequences and all the moves are easily accessible. Of course, the game is at it's best as a two-player challenge – I just couldn't get enough of it! **NICK R**

Just what the doctor ordered. Well not any doctors you're going to meet. The special moves are a treat to learn and you do get some satisfaction from pulling them, and people's heads, off. Graphics are brill, especially the red ones (straight from the jugular) but the sound is a bit poor, that's why this isn't as good as the SNES version. This is a bit slow but excellent fun anyway. **ADRIAN**

OVERALL 91

SYSTEM: MEGA DRIVE
PRICE: £44.99 SIZE: 16 Mbit
PUBLISHER: TIME WARNER INTERACTIVE

SYLVESTER & TWEETY IN: CAGEY CAPERS

Everybody seems to be rolling out these cartoon platformers now. They have novelty value and the instant appeal of a recognised central character I guess but on the whole they are usually unexciting, bland affairs that do little more than show-off the capabilities of the game's artist. *Sylvester and Tweety* is a tale of the to-be-expected, not a bad game you understand, but predictable. **DAVE**

As with most cartoons I always want the cat to rip the mouse or the bird into a thousand pieces, but they never do, the smug little critters always seem to get away with it. So when I slotted in the *Sylvester and Tweety* cart I was hoping for pussy's revenge. No such luck. Excellent graphics, some smart animations and a good laugh but in the long run, it's a wee bit too shallow. **NICK**

Software companies have made games about cartoon characters since the first home computer but they never managed to recreate a real cartoony style – until now! Time Warner's *Sylvester & Tweety in Cagey Capers* is a cartoon come to life on your Mega Drive. I love the graphics – they're big and packed with Warner Bros animation. I recommend this to kids aged eight to eighty! **NICK R**

These two guys are cool. Uh huh, huh, huh. Sly was always trying to get little Tweety in that big fat gob of his, but never did. As for this game, if you're not careful little Tweets will end up as cat food. The game is fun to play and it looks just like a cartoon – honest. If you like your games with a bit of fun in them then this will give it to you in generous dollops. Watch the birdie! **ADRIAN**

OVERALL 80

SYSTEM: SNES
PRICE: £TBA SIZE: 8 Mbit
PUBLISHER: VIRGIN

AN AMERICAN TAIL: FIEVEL GOES WEST

Aaah. Look at the little cute mouse with his gun and holster. *American Tail* is a standard platformer that delivers no surprises but has a few interesting little features, like Fievel's water pistol dousing the flames on burning platforms before he jumps onto them. Beautiful graphics and levels keep the game alive but I could never imagine paying good money for anything this safe. **DAVE**

This is based on that sugary, syrupy Disney movie with more sentiment than a hungry dog slavering beneath the kitchen table. The game also carries on in that vein, but it actually works well. A big mouse creature hops, skips and jumps all over the place in brilliant large sprite animation but it's just another platform romp you, me and everyone else has seen over a million times before. **NICK**

If there's one game style that the Super Nintendo really does well it's the platform game, and *An American Tale* is a perfect example of a well put together platformer. The little mouse runs and jumps in style and the characters to avoid are some of the biggest sprites I've seen on the SNES. There's plenty of variety and various weapons for the little hero to use so take it out for a spin pardner! **NICK R**

Bleedin' Fievel. First he gets lost and then he has a terrific adventure. Now there's nothing wrong with that but the film is about ten years old so why release the game now? It's all cute and nice and the graphics are pleasant to the eye but this really isn't what I'd call fun. It's just another platform game and unlike the spectacularly funny *Claymates*, this sulks in a dark corner in comparison. **ADRIAN**

OVERALL 79

SYSTEM: SNES
PRICE: £44.99 SIZE: 8 Mbit
PUBLISHER: SONY

CLAYMATES

So the 'claymation' bandwagon continues to roll. Only now, instead of battling Snowmen and Elvis impersonators, we have cute little furry animals that can morph into each other and use their individual talents to reach the end of each level. Cheerful graphics and quirky gameplay make this an enjoyable experience but I'm not sure about its addictiveness. **DAVE**

Claymates is a brilliant and novel platformer that has stunning cartoony graphics from the 'Claymation' motion capture process similar to that of the TV clay animation, Morph. Each character is easy to identify with as they have their own specialities such as the speedy mouse and the cat that can climb well. All in all, it's a lovely game and a leap around that you will enjoy. Well, I did. **NICK**

It's amazing what you can do with a few pieces of clay and a clever pair of hands, isn't it? The clay animation in this is superb. I particularly liked the ability to change into all kinds of other creatures. This gives the game much more longevity and means that new areas of a level can be reached quite ingeniously. Brilliant graphics and top gameplay – what more could you want? **NICK R**

What could possibly be better than cute little plasticine animals running everywhere and being cute... and plasticine? Well as far as I know, lots of things but this is indeed a fine game and is well worthy of your attention. With great graphics and sound and some humorous touches *Claymates* will bring back that sparkle of tough platform action that is needed in your life. Enjoy. **ADRIAN**

OVERALL 87

SYSTEM: SNES
PRICE: £TBA SIZE: 16 Mbit
PUBLISHER: HUDSONSOFT/VIRGIN

SUPER ADVENTURE ISLAND 2

I don't have the patience for these annoying games that have intros that go on for ever. When I want to play, I don't want to have to read loads and loads of boring text, mind you in this case it should be interpreted as a fair warning. Once the game does get going the action is sluggish and unexciting and I quickly found myself looking around for a different cart to plug in to my SNES. **DAVE**

I remember the original Master Higgins excursion over two years ago, and was expecting more of the same big sprite platform fun. Thankfully, the pot bellied boy has grown up and now offers a bit more, having a less linear adventure base to the platform action. It has some top cartoony graphics and a pleasant jingley tune. It will keep you entertained for a while at least. **NICK**

The original *Super Adventure Island* game was one of my favourites on the SNES with some really wicked music and gameplay that I just couldn't put down. This sequel has some great sequences and levels in it but everything seems to move along at a slower pace. Hudson Soft have kept the visuals similar to the original to please fans but this game needs more thought as you play. **NICK R**

The game is big, but does have it's down points. To get between each island you must canoe between them. Every so often you will be forced to play a sub-game that makes you fight flying fish and vultures. This gets annoying after the second time and detracts from the gameplay. The adventure itself is simple enough, although there are some harsh jumps between ledges. **ADRIAN**

OVERALL 81

MARIO ANDRETTI RACING

Mega Drive £44.99
16 Mbit Electronic Arts

Oh deary me! This isn't really up there amoung the Mega Drive racing classics like *Virtua Racing*. Okay, so you get three cars to choose from and there are lots of tracks but the actual race is a droning waste of time with awful graphics and sounds. There's quite a nifty split screen mode where you can swap between your competitor's view, a map or a rear view of your car but that doesn't really enhance the game that much. Not recommended to anyone. **42**

CHOPLIFTER III

SNES £44.99
4 Mbit Sony

If you're wrinkly enough to remember the arcade game of *Choplifter* then you'll have a good idea as to what this is all about. Not to mention the fact that the name gives it away, this is indeed like the arcade, but on the SNES. Nice graphics and sound and some fairly decent gameplay are the order of the day here. We enjoyed a good half an hour or so playing on this before we turned to playing something else. It won't be gathering dust for very long though. **76**

SUPER BATTLETANK 2

SNES £54.99
16 Mbit Sony

This is one for the more serious SNES games players out there. It's not a blasting shoot'em-up game with a constant bombardment of bullets although it bears more than a passing resemblance to the classic *Battle Zone*, there's more of a strategy element to it. It's a pity you only get to see the other tanks, choppers and buildings through the windows of your tank, it would have been nice to see more of what was going on outside. One to spend a little time over. **61**

TURN & BURN: NO FLY ZONE

SNES £54.99
16 Mbit Sony

This is a top-class flight simulation for the more serious gamers out there. The president has set a no fly zone and it's your job to enforce this. Flying F-14s around the seas on the look out for intruders is both challenging and fun. The visuals have been really well done with Mode 7 effects used well and you get a great feeling of achievement when you've stalked a plane and blown it sky high! This is well worth looking at. **80**

VAL D'ISÉRE

■ SNES ■ £49.99
■ 8 Mbit ■ Mindscape

■ Skiing is a strange sport to want to convert into a game, with nothing but snow on the ground it can look incredibly boring. *Val D'Isére* suffers because of this, even though when you actually get to race down the slopes it's quite fun. There's the option of skis or snowboards to add a little variety to the events but that's still not enough to make you want to play any more than a couple of games. Reasonably good fun, but only in short bursts. ■ **57**

YOGI BEAR

■ SNES ■ £TBA
■ 8 Mbit ■ Empire

■ Hey, hey, hey! Yogi is starring in his very own Super Nintendo game and it's a bundle of fun. The basic idea is a simple one – Yogi runs along the level picking up clocks for time and picnic baskets for bonuses. There are lots of horrid creatures about to get in our hero's way and each hit makes Yogi lose a piece of scrummy cake. It's fast and frantic but falls down a in the lastability stakes. Fans of Yogi will love him though! ■ **84**

ISHAR 3

■ Amiga ■ £32.99
■ 5 Disks ■ Daze

■ The *Ishar* RPG series is well known for its mysterious characters, mythical creatures and twisting plot and the third installment definitely won't disappoint. You can use your adventuring team from the first two games in this one if you're that much of a fan but *Ishar 3* is a perfect stand alone game too with outstanding visuals and a control system that is simple to operate. ■ **83**

ON THE BALL: WORLD CUP EDITION

■ A1200 HD ■ £29.99
■ 5 Disks ■ Daze

■ Full of all the World Cup teams that have been in this year's finals, this Hard Disk only game will let you play a team and try and get them through to the actual final. Can you win the World Cup or will you be beaten by Greece? The whole game is presented as a TV programme that covers the event and you must choose the right options so that your team will do better than the others. If you're wrong then you'll lose. The graphics are good and they're quite big too. The only problem is that it's a management sim so be prepared for plenty of stats and options screens. ■ **89**

■ SYSTEM: SNES
■ PRICE: £44.99 ■ SIZE: 8 Mbit
■ PUBLISHER: SUNSOFT

SUPER ICE HOCKEY

■ I guess some credit is due here for the way that they have at least tried to introduce a new perspective to this genre of games and it is pretty well done. But, teccy praise aside, *Super Ice Hockey* does not hold together as a game, it lacks any real atmosphere or 'feel'. The game is played in three periods so how can each of the breaks be called half-time? A lack of attention to detail I think. ■ **DAVE** ■

■ They should have kept this game on ice. It's an ice hockey game that tries to compete against EA Sport's *NHL* games and fails in the gameplay department. Alright, so it has some dreamy Mode 7 effects, but so what? If I went out and bought this I'd feel somewhat annoyed, but then I wouldn't anyway – Ice Hockey is quite a specialised sport for a console game and I'm not into grown men waving sticks. ■ **NICK** ■

■ It's handy having the use of SNES Mode 7 graphics when it comes to a sports sim like *Super Ice Hockey* because you can do some interesting things with the scale. Pressing the Left button while playing the game will flip between four views, some are dead useful for aiming shots and others give nice close-ups of the action. It's fast, it's slick and it will please all Ice Hockey fans. ■ **NICK R** ■

■ Ice hockey games have come and gone. Only a few have really stood out, but this won't. Admittedly there are four different views to view the action from but it really doesn't add any spectacular appeal to an otherwise bland game. The graphics are basic and, to be honest, I really didn't get much satisfaction out of playing this. I'm guessing that you won't enjoy it either. ■ **ADRIAN** ■

OVERALL 52

■ SYSTEM: AMIGA
■ PRICE: £29.99 ■ SIZE: 2 DISKS
■ PUBLISHER: GRANDSLAM

BUMP 'N' BURN

■ A simple attempt at *Mario Kart* meets *Wacky Races*, *Bump 'n' Burn* is a pleasant enough racing game that neither amazes or disappoints. The sound FX are nice, the graphics are pretty basic and the whole thing is, well, okay. It is just another run-of the mill racer that I couldn't really imagine spending my money on, or anybody else getting too excited about. Instantly forgettable. ■ **DAVE** ■

■ I enjoy a good racing game especially if it comes complete with a split screen option. *Bump 'n' Burn* does just that and has all the suitably comic characters you race against in a *Mario Kart*-esque way. Bump into them, attack them, or just dash past them – this is thrillsville. It's not the slickest product ever created but it does what it needs to, making you return to the game again and again. ■ **NICK** ■

■ Wey-hey! This is a superb game. It's sort of similar to *Super Mario Kart* on the SNES with a split screen two-player game and lots of wild characters to race against. Competing against a mate you get a great feeling of achievement as you zoom straight past them, or knock them off the track. Nicely presented, great graphics and a cracking race game all in a couple of disks! ■ **NICK R** ■

■ *Mario Kart* on the Amiga? Never. Although this is a near as *MK* game as you could get I suppose. Playing against a friend is the best fun though as rubbing their noses in your glory, while they're crying on the floor, is a total joy to behold. As for the game, it's nice and enjoyable and will suit all you budding speed demons slumped over the wheel... for quite a while anyway. ■ **ADRIAN** ■

OVERALL 82

■ SYSTEM: A1200
■ PRICE: £29.99 ■ SIZE: 2 DISKS
■ PUBLISHER: SYSTEM 3

PUTTY SQUAD

■ Brilliant. The best platformer to appear on the Amiga in ages. *Putty Squad* is a colourful, romp, that oozes quality. The FX are superb, the sprites are brilliantly animated and the gameplay gets progressively harder, in tune with the player's growing control over his actions. There is plenty to do, lots of surprises and new moves to learn and a heck of a game to enjoy and complete. Superb! ■ **DAVE** ■

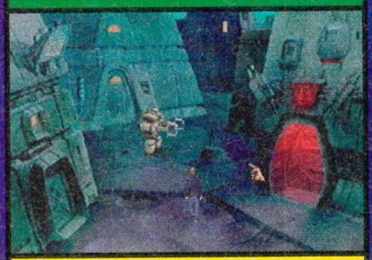
■ Whatever next? In this issue we've got putty, jelly, clay and snot – what other semi-pliable substances are there left? *Putty Squad* is just plain barmy, with its strangely enjoyable gameplay and smart crisp graphics that really get you absorbed. Changing into a set of weird and wonderful creatures isn't the most novel of ideas, but it works splendidly. Respect is due, so check it out. ■ **NICK** ■

■ Platform games come and go. Some are deadly serious, some a just plain boring and others are as silly as they possibly could be! *Putty Squad* definitely falls into the silly category with the craziest characters like Terminator Carrots and chickens that lay eggs on your head. There's lots going on and it'll be tough to get bored as you can complete each level in many different ways. ■ **NICK R** ■

■ For a blue bit of putty, this guy can sure move. Stretching and punching his way around the screen, Putty will destroy anything with explosives, or his fists – he can even pick up a shield to protect himself. The graphics are gorgeous and it is all so smooth. The levels are big and there are loads of blobs to rescue – basically this is great fun, I suggest you investigate this avenue of purchase. ■ **ADRIAN** ■

OVERALL 90

SYSTEM: AMIGA
PRICE: £39.99 SIZE: 5 DISKS
PUBLISHER: CORE DESIGN



UNIVERSE

A beautiful, sprawling adventure that will please the large number of Amiga owning adventure fans no end. Even the naff intro can't spoil a game that combines a wonderfully player-friendly control method with some of the toughest problem solving you will find in any game of this genre. Patience and a regular supply of coffee are recommended if you're going to finish this one. **DAVE**

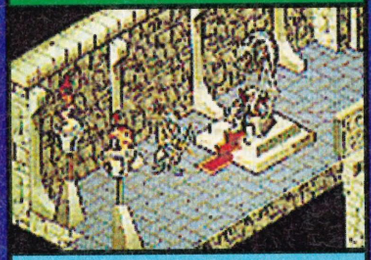
You certainly won't finish *Universe* in a short time, it's a game with plenty of addictive power that'll mean you'll have to keep on returning to it. Why? Because it's so darned challenging. It has a moody atmosphere aided and abetted by excellent futuristic graphic and stage setting sounds. One of the better Amiga adventure games of recent months, I heartily recommend it. **NICK**

From the moment I played an early demo many months ago I knew Core would have a hit on their hands with *Universe*. For a start the visuals are simply stunning. All the backgrounds have been hand painted by a brilliant sci-fi artist then digitised onto the Amiga and the animation looks great. Its high difficulty setting means that adventure fans have a tough challenge ahead of them. **NICK R**

This is a really solid graphic adventure. The interface that links you to your character and the universe of the game is very easy to use. The graphics of this release are all quite superb but the best bit of the game is the fact that it's got a really hard learning curve and it can be quite hard to master in places, so all of you with short attention spans can go and buy another less mind-jiggling game. **ADRIAN**

OVERALL 88

SYSTEM: PC
PRICE: £39.99 MIN REQ: 386/20MHZ
PUBLISHER: CORE DESIGN



HEIMDALL 2

Having enjoyed the hugely successful *Heimdall 2* on the Amiga I was pleased to see that it had finally arrived on the PC, if only for the fact that it eliminated the disk fiddling that I'd had to endure on the previous version. This is an unusual blend of the role-playing aspects of the first game and the more arcadey gameplay of that other Core release, *Premiere*. I still prefer the original. **DAVE**

Heimdall really is a meaty adventure to get your teeth stuck into and the conversion to the PC is excellent, especially as you don't have all the frustrating disk swapping of the Amiga version and back-up problems of the CD32 version. There really isn't anything quite like it on the PC, and with its top banana visuals and animation, you can't go too far wrong with this purchase. **NICK**

Heimdall 2 is an adventure that you won't complete in a hurry. You can select a male or female character at the start, so no sexism here, but they both act in the same way. Strangely, when one has died you can use the other as an extra pocket for storing items, so it's probably worth killing them off in the beginning! The graphics are well drawn and animated and the action should grab you. **NICK R**

Heimdall 2 is full of puzzles and lots of yomping around. The graphics are gorgeous and they are very colourful. Fighting old Loki and his evil minions is quite good fun, but after a while it does become boring it's all so samey. The isometric viewpoint works well but that to can become awkward when you get into certain situations. RPG'ers will love this, as will fans of the original. **ADRIAN**

OVERALL 86

SYSTEM: PC
PRICE: £39.99 MIN REQ: 386 DX/25 MHZ
PUBLISHER: INFOGRAMES

PLANET FOOTBALL

And the soccer games just keep coming. *Planet Football* is Infogrames latest edition to the growing genre and really they needn't have bothered. This is a jerky, slow game, that has the appearance of being rushed out. There is no fluidity or excitement in the on-field action and the only plus is that it uses actual player names. I liked the attempted use of an on-the-pitch perspective, but that was about all. **DAVE**

This is quite a realistic football sim that has taken a bit of flack, but it's novel on-the-field approach and variety of animations make it stand out as a brave release, coming as it does after the World Cup soccer game scramble. It's far from perfect though with annoying problems like the goal keeper changing from being thick to being too clever depending on how and where you take the shot. **NICK**

Planet Football is created in 3D with realistic movement on each player. It certainly makes a change from the endless top down and sideways scrolling games but the glitches in the animation and unfriendly controls put me off. All the usual options are in here plus the ability to play the games yourself or sit back and become the manager but that still doesn't pull this out of the fourth division. **NICK R**

This seems very slow. Using big players that run around, the effect looks good, however, this is ruined by some tardy gameplay and jerky animation. This has arrived a little too late for the World Cup proceedings and doesn't really hold its own when faced with some serious footy competition. If this was a lot faster and crisper then this could have been a good game. If only. **ADRIAN**

OVERALL 55

QUIK: THE THUNDER RABBIT

Amiga £24.99
3 Disks Titus

This is a perfect example of an Amiga platform game. It's a character that you'll have never have heard of before in a game full of odd creatures, tons of platforms and power-ups to collect. There are some great graphics in here with an hilarious intro sequence and odd guardians at the end of each set of levels. It's not quite way up there with the likes of *Sonic* or *Mario* but it's all good, clean family fun nonetheless. **58**

WILD CUP SOCCER

Amiga £29.99
2 Disks Millennium

Fed up of all the run-of-the-mill football games around at the moment after all the hype surrounding the World Cup? Well, in *Wild Cup Soccer* you can choose the weapons your team is armed with and then swipe, claw and bite your way to victory. The trouble is that the graphics are all really jerky and uninteresting. Half the time you just can't tell what's going on and the other half you really don't care. Don't waste your cash. **35**

BATTLE BUGS

PC £34.99
386 Sierra

We have had lots of tiny soldiers running around in battle games for years now so why not let the bugs have a turn? This is a very odd game to begin with but after half an hour's play you'll really start to get into all the bug bashing antics. The backgrounds and borders used throughout the game are excellent as you tromp through a wonderland of abandoned pizza slices, pop tins and vicious enemy bugs and other nasties. Being tiny creatures you get some larger than life locations for your bug army to march off and wage war in. Great fun for war gamers of all ages. **83**

D-DAY

PC £39.99
286 Impressions

Is there a General Montgomery in the house? Because if there is, can he come over and cast a critical eye over this new war game. Only he and other military enthusiasts would find this intriguing as there are loads of facts and figures for them to dwell over. There's plenty of planning and preparation to be done before you can watch the little icons get stuck into each other. There's a load of factual info on D-Day and equipment of the time. So, who's going to sign up with this man's army then? You'll get to see the world, honest.. **64**

MANCHESTER UNITED PREMIER LEAGUE CHAMPIONS

■ PC ■ £29.99
■ 386 ■ Krisalis

■ With a management side and an actual footy game tucked inside the box, *Man U* should appeal to both those that like their footy games and those that like telling everyone else how the game should be played. It's all presented very well and all the footy fans out there, and there are quite a few, should have a 'field' day. ■ **88**

SUPER HERO LEAGUE OF HOBOKEN

■ PC ■ £39.99
■ 386 ■ Accolade

■ They're not really super, or heroes, but each character does have a unique power. Tidying skills, Pizza smelling and the ability to eat anything seem to be the order of the day. The graphics are excellent and the user interface is similar to the *Companions of Xanth* (programmed by the same people). A very mirth-tastic game. ■ **86**

CD3

■ PC CD-ROM ■ £29.99
■ 1 CD ■ Gremlin

■ The great thing about CD-ROM is the amount of info that can be stored on a CD. This makes way for some compilations of great titles, just like the latest offering from Gremlin. *Zool* is the classic original platformer, *Lotus* is an arcade style racer and *Nigel Mansell* puts you in the driving seat . ■ **80**

KING'S QUEST COLLECTOR'S EDITION

■ PC CD-ROM ■ £44.99
■ 1 CD ■ Sierra

■ This special collector's edition of *King's Quest* is an essential purchase for all adventure fans. The package includes every PC *King's Quest* game to date from the original adventure to *King's Quest VI* and a sneaky look at the seventh game. These adventures have a reputation for being some of the best in the business with beautifully detailed visuals and perplexing storylines to keep you coming back for more. A single *KQ* game would keep you busily adventuring for a while – but six in one box! ■ **89**

■ SYSTEM: PC CD-ROM
■ PRICE: £34.99 ■ SIZE: 1 CD
■ PUBLISHER: GREMLIN

ZOOL 2

■ *Zool 2* on the CD-Rom... why? With the excellent PC version out already, this really seems like just milking it that little bit too far. *Zool 2* does work very well on the PC and it is nice to see brightly coloured backdrops and sprites on the machine as opposed to all the heavy duty titles that have been coming out lately, I just don't know why we really need a CD version of it. ■ **DAVE** ■

■ The ninja from the Nth Dimension is back once more on yet another platform and it's still the same. Graphics are bright and colourful, sounds are good in moderation, but after playing *Zool 2* to death recently, I'm left with the feeling that the gameplay is pretty aimless to the point of being annoying. It's a good conversion though with a marvo intro sequence, and *Zool* fans will love it. ■ **NICK** ■

■ Are there are more formats for Gremlin to release *Zool 2* on now? I shouldn't think so. PC CD-ROM owners can now get to sample the excellent playability of *Zool*. The sequel game wasn't at all sexist with a female character to play, and she really flies like the wind. Being a big platform fan I just can't put games like this down and I'd recommend them to everyone. Excellent candy-floss fun. ■ **NICK R** ■

■ Hooray, Zool is here and this time he's come on a CD. Now this game has been around a bit and it's still the same awful game that it's always been. Even for those that haven't played this yet I'm quite sure that you won't appreciate it as those refined PC owners will prefer a much more thought provoking game than a little ant running around jumping on bees. Only platform freaks need save up. ■ **ADRIAN** ■

OVERALL 79

■ SYSTEM: JAGUAR
■ PRICE: £39.99 ■ SIZE: 16 Mbit
■ PUBLISHER: ATARI

WOLFENSTEIN 3D

■ *Wolfenstein* was almost certainly the game that inspired *Doom*. But *Doom* went on to become an award winner and *Wolfenstein*, good in its time, should have been left alone to bask in its former glory. Instead it has been dragged up to compete with the superior *Doom* when it is finally released on the Jaguar. Does a new machine need two such identical games? I don't think so. ■ **DAVE** ■

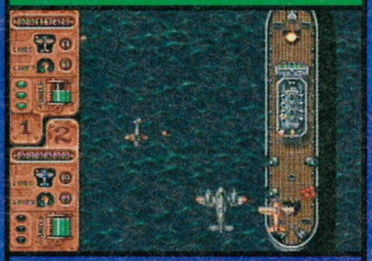
■ With the arrival on the PC of *Doom*, its predecessor was immediately dated. The same goes for the Jag version, and *Doom* hasn't even appeared yet. The movement scrolling is excellent, but the sounds and graphics could have done with more than a tweaking for the 64bit machine. Almost a direct transfer from the PC, Jag owners should feel miffed. Why bother when *Doom* is just around the corner? ■ **NICK** ■

■ Shoot Nazis and watch their blood ooze out onto the floor! Can they get away with this? As one of the first Jaguar games to be released you'd expect *Wolfenstein 3D* to be something special, wouldn't you? Well I didn't. The 3D movement is nice and smooth and hunting down geezers to take is quite challenging but after a couple of games I'd had enough. There are better games coming. ■ **NICK R** ■

■ There are plenty of weapons to maim and kill all the Nazis that are running around the huge vacant castles. The rooms are big and they may have only three guards that you can dispatch with ease. It's a bit too simple but it will give you some fun blasting until *Doom* gets released. Basically, an average blasting game. It's the only one of its type on the Jag so you haven't really got much choice. ■ **ADRIAN** ■

OVERALL 70

■ SYSTEM: CD32
■ PRICE: £29.99 ■ SIZE: 1 CD
■ PUBLISHER: CORE DESIGN



BANSHEE

■ I like a good vertically scrolling shoot'em-up me. But after games like *Xenon 2* and *Swiv* from years ago, I must admit my expectations were high. *Banshee* delivers in the graphics department with stunning backgrounds and weather effects, but it's a bit of a let down as far as excitement goes. It chugs along with no change of pace or power-ups to give it that much needed lift. ■ **DAVE** ■

■ I personally have a strange attitude to shoot'em-ups. I used to love them, I still like the occasional one, but in the main I think they're unoriginal and tired. *Banshee* still hasn't changed my all round opinion on them, but at least this creates a few thrills with its novelty value especially as the game warps around the expected. Better suited to the CD32 than the Amiga, it's a good shooter. ■ **NICK** ■

■ The odd shoot'em-up reviewed on the Amiga last issue is now out on the CD32 too! There aren't any major differences between the two games, it's still a non-stop manic shooter – just the way I like them. There could have been a few more power-ups though. WIth all the buttons on the CD32 you just wish you could press them all to get more impressive fire power. ■ **NICK R** ■

■ As shoot'em-ups go, this isn't too bad but it can become a bit dull after a while. You start off by flying in a rickety old plane and gradually progress up through bigger and better equipment until you end up flying a spaceship. The action is blast, blast, blast and not a lot else, there are plenty of power-ups for to collect. If you need a game of this ilk, you could do slightly worse. ■ **ADRIAN** ■

OVERALL 81

■ SYSTEM: CD32
■ PRICE: £24.99 ■ SIZE: 1 CD
■ PUBLISHER: MINDSCAPE

BATTLETOADS

■ The 'toads' were red hot in their day but now they seem to get rolled out again and again, with no real attempt to improve them in any way. Unfortunately for CD32 owners, this is probably the worst version of the lot. Tiny fuzzy sprites, poor collision detection and an overall look and feel that wouldn't be out of place on a cheap watch game. The intro music is good, but from then on it's downhill. ■ **DAVE** ■

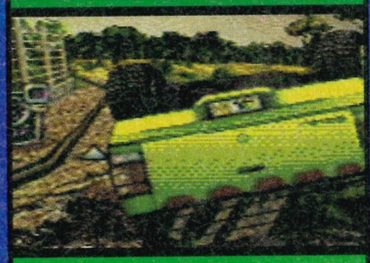
■ Repulsive warty amphibian action. *Battletoads* is pure slime in the gameplay stakes, it all seems so goddang aimless and it doesn't take hardly anything of the CD32's potential and utilise it in a 'well, that bit's not too bad' manner. Graphically and sonically, it's impressively unimpressive. The console versions were better and they sucked too. This toad should be squashed. ■ **NICK** ■

■ Don't make me laugh! Once you've battled your way through all intro sequence and dodgy music this *Battletoads* game looks almost identical to one I played on the Game Gear. I mean, with the power inside the CD32 is there really any need to release a Sega handheld game for the console. Pull your socks up Mindscape, you're capable of much better than this miserable effort. ■ **NICK R** ■

■ Talking of worse, this is a bad game, I warn you not to go near this game without some kind of parental supervision as this could cause you to do yourself some damage as your wallet will be severely lacking as will your brain – it'll lack any sort of challenge. This is bad on every level. Very poor and if you don't heed this advice and do actually buy it then it's your own fault. ■ **ADRIAN** ■

OVERALL 35

■ SYSTEM: MEGA-CD
■ PRICE: £44.99 ■ SIZE: 1 CD
■ PUBLISHER: SEGA



JURASSIC PARK

■ An involving point and click adventure, *Jurassic Park* on the Mega-CD has you collecting dinosaur eggs and placing them in the incubation room where they can grow in safety. There are a variety of areas to explore and a number of puzzles to figure out from your first person perspective. You can even listen to lectures from dinosaur experts. Interesting, but a bit slow and uneventful. ■ **DAVE** ■

■ A lot of people don't like this game for a variety of reasons and in the main I agree with them. However, the main cause célèbre is the atmosphere, it literally oozes out of the Mega-CD in great condensed blobs. A Raptor suddenly appears and you panic. Unfortunately, this excitement isn't kept bubbling for long as it soon gets stuck in the mire of 'looks pretty but...' syndrome. ■ **NICK** ■

■ There have been a few attempts at *Jurassic Park* games now and none of them have really captured the excitement of the movie. This Mega-CD game is slow and cumbersome with scrolling adventure levels to plod through and clues from dinosaur expert Dr Bakker that don't help much. I was soon bored and wanted to play something with a little excitement in it. ■ **NICK R** ■

■ They churn out rubbish like this after the film had the most spectacular special effects ever. A first person perspective that lets you wander around Jurassic Park on a save everybody mission. The FMV bits scattered through the game are grainy and the game itself has you spending your time looking for objects. Another one that fell off the bandwagon methinks. ■ **ADRIAN** ■

OVERALL 69

■ SYSTEM: MEGA-CD
■ PRICE: £49.99 ■ SIZE: 1 CD
■ PUBLISHER: JVC

REBEL ASSAULT

■ One of the PC's most talked about CD titles ever, this is the console owners chance to enjoy the superb graphics and realism of what must be the ultimate game for Star Wars fans. Packed with stunning visuals and authentic, scene setting FMV sequences, this hugely successful game manages to maintain a lot of its gloss on the Mega-CD. A little unfriendly at times, this is a real challenge. ■ **DAVE** ■

■ *Rebel Assault* was quite a mean game on the PC and its transfer onto the Mega-CD has been pretty nifty. Although losing a few on-screen colours, the speed of the game is remarkably accurate to the PC original, and it plays just as well – including all the frustrating elements involved in whizzing down canyons. A good all-round blast but never reaching totally excellent in any category. ■ **NICK** ■

■ How many Star Wars games have there been in the past? Well, none of them have been as involved as *Rebel Assault*. The guys at JVC have created a whole new storyline, not followed the usual line of building a game around a movie. With freshly computer generated scenes combined with actual FMV footage and some truly excellent action sequences this is a must for all Star Wars fans. ■ **NICK R** ■

■ Star Wars is great and this just feeds my appetite some more. This is the same game that has appeared on the PC and it's just as enjoyable. Rise through the ranks and go on some tough training missions that prepare you for the harder objectives beyond the end of that next canyon. The game has a lot of great touches that will make all SW fans wet with joy. Definitely a game to get. ■ **ADRIAN** ■

OVERALL 82

LEISURE SUIT LARRY: SHAPE UP OR SLIP OUT

■ **PC CD-ROM** ■ **£44.99**
■ **1 CD** ■ **Sierra**

■ The loveless lounger is always in some sort of scrape and this new CD-ROM outing is the funniest yet. The graphics are created from hand painted pictures and digitised photos giving the game a cartoon feel and the new control system when the panel stays on screen makes moving about a doddle. Packed with humour and crazy goings on you'll just love the latest Larry. ■ **81**

POLICE QUEST OPEN SEASON

■ **PC CD-ROM** ■ **£44.99**
■ **1 CD** ■ **Sierra**

■ When you start off in this game you're at the scene of a crime and you have to do all the lovely things that Homicide Detectives do, search the bodies you find for clues and write them down. This is actually good fun in an investigative sort of way. The graphics are digitised and move very well and because this is on CD the sound is superb. All the hassles of police life seem to be contained within this. Top police fun, you can even probe people about recent events. ■ **86**

SPACE QUEST COLLECTOR'S EDITION

■ **PC CD-ROM** ■ **£44.99**
■ **1 CD** ■ **Sierra**

■ It's compilation time from Sierra On-Line this month. In addition to their *King's Quest* release they've also put together every *Space Quest* game in one collector's pack. All five games are included, plus a special icon based version of the original and a complete history of the series. The space based visuals are excellent as you follow the lives of the *Two Guys from Andromeda*. Excellent value for your forty five quid. ■ **88**

THE EVEN MORE INCREDIBLE MACHINE

■ **PC CD-ROM** ■ **£39.99**
■ **1 CD** ■ **Sierra**

■ *The Even More Incredible Machine* is unique in every sense of the word. The game is only limited by the player's imagination as you have to create or solve crazy machines made up of vacuum cleaners, kettles, mirrors and switches. It sounds really weird and I can tell you it is, totally, but at the same time it's excellent fun to play. ■ **76**

STAR WARS CHESS

Mega-CD ■ £TBA
1 CD ■ Mindscape

It's yet another month for Star Wars stuff isn't it – especially if you own a Sega Mega-CD. If you fancy a break from the onslaught of frantic action in *Rebel Assault* relax with a game of Chess. But this is Chess with a difference. All the pieces are made up of characters from the films and they are all fully animated. When one piece takes another the players are treated to some excellent animations with digitised sound effects. It's a nice idea but probably not worth the Mega-CD asking price. ■

62

SUPER WING COMMANDER

3DO ■ £39.99
1 CD ■ Electronic Arts

The *Wing Commander* game has been around for a while now with versions on almost every computer or console. Now the 3DO has a turn and gives the best performance to date. Everything has been enhanced with redrawn graphics, CD soundtrack and a much slicker game. The computer generated characters look a little sad compared to all the Full Motion Video of other games but that's probably just down to personal taste. ■

56

TOTAL ECLIPSE

3DO ■ £39.99
1 CD ■ Crystal Dynamics

Take *Star Wing* on the SNES and enhance the graphics one step further and you're getting somewhere near this 3DO blaster. It's another example of nice visuals, no gameplay. The ships move perfectly and the tilt mode is nice with mountains and buildings whizzing by. The repetitiveness of the levels soon had me diving for the off button though. There are better games around for the launch of the 3DO. ■

68

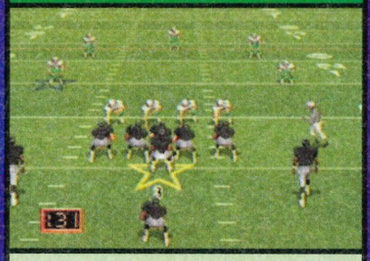
THE HORDE

3DO ■ £39.99
1 CD ■ Crystal Dynamics

In it's own unique way, this is actually quite good. To start off with you have loads of video sequences that set the scene, and then you have quite a fun game to play. You have to stop the rampaging Horde from destroying your towns by putting up barriers and laying down spiked pits in order to stop them. You can also attack them with the sword that the King gave you. Much fun. ■

78

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: ELECTRONIC ARTS



JOHN MADDEN FOOTBALL

Definitely the finest version of this popular American Football simulation, *Madden* on the 3DO is an enthusiast's dream. Super-real graphics backed up by the reliable EA sports team's top quality gameplay mean that fans will be positively drooling over this conversion – especially with the zoom function that gets you down where the studs are flying. A good version of an old favourite. ■ **DAVE** ■

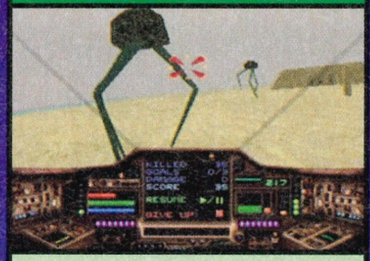
I've always liked *Madden* games on the 16bit consoles so I should love it on the 3DO. Well, graphically it's swish, both in-game and during the fancy extra sections thrown in because of the storage of the CD. Unfortunately, the slight CD access delay lets it down a wee bit but all the stats are in there and it truly gives a stonking game of American football with all the padding a 3DO can give. ■ **NICK** ■

John Madden has appeared in games for almost every format so it was about time that he had an American Football simulation out for the 3DO. It's not half bad either with impressive 3D visuals as the players shuffle up and down the pitch and it's got all the statistics and options you'd expect from a top football game. 3DO American Football fans will find this an essential purchase. ■ **NICK R** ■

With all the brilliant digitised video and film clips scattered throughout the game. *Madden* on the 3DO looks very good. When you're actually playing the game the players look real and are very big. All the plays are in there, just choose them and your strategy and go. There is plenty of info on players and those that adore the sport are going to go loopy over the whole thing. ■ **ADRIAN** ■

OVERALL 86

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: ELECTRONIC ARTS



SHOCKWAVE

The trouble with these photo-realistic action games, is that they never really seem to capture the atmosphere and tension of their animated counterparts. *Shock Wave* is extremely impressive visually, but despite the graphics and in-game cinematic sequences, it lacks any real 'soul' or charisma and is almost instantly forgettable. *Star Wing* did everything so much better on the SNES. ■ **DAVE** ■

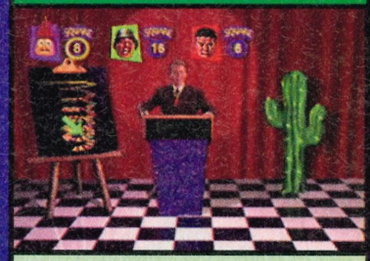
This is the sort of game that was bandied around when the 3DO system was announced, offering movie footage, smart rendered 3D movement, CD digital-audio sound and an interactive game system. With massive levels, challenging gameplay and lovely graphics, it will impress your mates. However, it's annoying to get to the end of a level only to have to re-play it after one final mistake. ■ **NICK** ■

The quality of 3DO software for the launch of the console this month is outstanding. *Shock Wave* gives the most realistic portrayal of an alien invasion of earth that I've seen on any console with high quality graphics combined with video footage of news reports and shots of the control room with live actors and movie making magic used to good effect. It's pretty tough too. ■ **NICK R** ■

Oh no, the earth's about to be destroyed by an invasion of aliens! Best call a rapid deployment force to sort them out then. Using the sort of visuals that are in most of the other 3DO games, *Shock Wave* is just as dull as most of them as well. Flying about the terrain shooting aliens is fine but it doesn't get much different. The live acting bits are okay but they do get painfully dull. ■ **ADRIAN** ■

OVERALL 82

■ SYSTEM: 3DO
■ PRICE: £39.99 ■ SIZE: 1 CD
■ PUBLISHER: ELECTRONIC ARTS



TWISTED

An interactive Game Show? I suppose it had to happen, but what a waste of time. A case of we've got the technology, but we haven't got any ideas. *Twisted* is little more than an expensive board game. It will amuse you for a while but ultimately it has very little long term appeal and relies heavily upon the initial shock factor of its rather eccentric characters and some quirky little puzzles. ■ **DAVE** ■

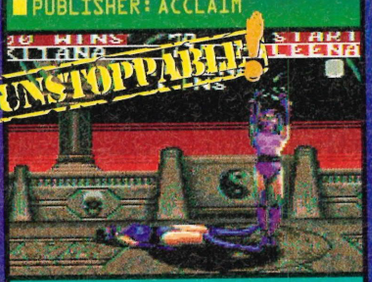
Now this is a bizarre little game that has little appeal if you play it by yourself, unless you are particularly sad. However, it's not all lost, with a group of friends *Twisted* becomes a decent laugh – if you can cope with the disk accessing. The best thing to compare it to is those party games that only come out at Christmas – they're good at the time but are then left to gather dust. ■ **NICK** ■

WHAT ON EARTH? This has to be the strangest game I've ever seen! It's based around an American TV show with all the glitz you'd associate with a game show host that you just love to hate. The games are great and all the players have been digitised from video. Surprisingly you just don't want to put it down and it's brilliant as a multi-player game. Definitely one to get out at parties. ■ **NICK R** ■

If you've ever seen those cheesy American TV shows that get contestants to do all manner of silly games, then you'll have a good idea what *Twisted* is like. You pick a character and have to get him to the top of 100 spiralling steps. You throw a dice, and play some games – repeatedly – until someone wins. The humour is alright and would be even funnier if you were at a party. ■ **ADRIAN** ■

OVERALL 73

SYSTEM: GAME GEAR
PRICE: £TBA SIZE: 4 Mbit
PUBLISHER: ACCLAIM



MORTAL KOMBAT II

Whilst the SNES version is clearly the superior game on the 16bit machines, there is little doubt in my mind that this is the better out of the handheld carts. Like *Mortal Kombat* before it, *MKII* has converted beautifully onto Sega's portable. Great big sprites and a number of impressive moves mean that this is a delight to play, as long as you can ignore the awful tinny soundtrack. **DAVE**

This is so darned impressive for the Game Gear with its big 'n' chunky sprites, relatively smooth animation and liberal pixel-splatterings of blood. The number of attacks, characters and special moves make this worth a look, and the whole game is so well produced that the developers deserve congratulating. A top release, I even prefer it to the MD version in a sentimental 'it's only small' way. **NICK**

This is a smashing version of the new arcade conversion with some incredible graphics, sounds and animation all packed into the handy Game Gear. It plays and looks quite similar to the Mega Drive game, in fact if you put the screen shots side by side you would be hard pushed to tell the difference between them. Game Gear combat fans, look no further, you've found your ultimate game. **NICK R**

Brilliant fun for a handheld fighting game. It's fast and furious and there's plenty of blood. All the characters are here and they've brought some pretty impressive moves with them. As this is a portable, you can practice anywhere you like. This has to be THE game of the last few years to really make the Game Gear worth buying. If you can, run out and get it as soon as possible. **ADRIAN**

OVERALL 92

SYSTEM: GAME BOY
PRICE: £TBA SIZE: 4 Mbit
PUBLISHER: ACCLAIM

MORTAL KOMBAT II

With 8 characters to choose from, speedy gameplay and a whole host of special moves, including finishing moves, this is without a doubt the best fighting game that you are going to find for the Game Boy. The limitations of the hardware do spoil things a little as you try to play what was designed to be a 6 button game on a 2 button machine, but that aside, this is still a marvellous bruiser. **DAVE**

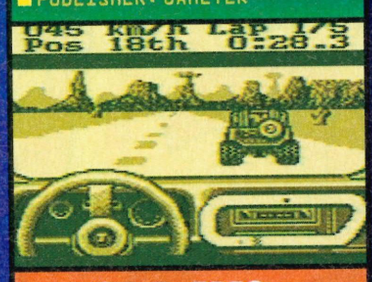
Whatever way you look at this, you can't help but compare it to the coloured versions and weep. It plays well for a Game Boy beat'em-up but the number of frames is a bit on the short side. Main quibbles aside, this version is excellent for relieving tensions but it'll cause more due to having only two buttons. As for death moves – they're in but they hardly make you whoop with joy. **NICK**

Yes, the fabulous new *Mortal Kombat* comes in a pocket size version too! Of course, it can't keep up with the SNES conversion but it's a pretty playable effort. The animation is a little on the jerky side with fewer frames. This makes the death moves look weak. The big problem with the Game Boy game is that Acclaim have taken out some of the characters to fit it into the cart! **NICK R**

Fighting fever has reached epidemic proportions and this is about to tip the scales. Although a few of the characters have been taken out, this still doesn't detract from the excellent play that you'll get from this cart. The control method is a bit fiddly for pulling off death moves and Friendships, but apart from that, this is a really good laugh. You should go and buy this now. **ADRIAN**

OVERALL 86

SYSTEM: GAME BOY
PRICE: £24.99 SIZE: 2 Mbit
PUBLISHER: GAMETEK



RACE DAYS

Two racing games on one cart sounds like good value for Game Boy owners, even if neither is a particularly high profile title. A simple overhead perspective game in *Dirty Racing*, and a standard behind-the-wheel affair in *4 Wheel Drive*, both provide a good solid challenge. This should keep handheld racing game fans happy for a while. Me, I'll hang on for *Micro Machines*. **DAVE**

These two Gremlin games appeared a while back individually and having both together at this price is a snip. Well, *4 Wheel Drive* is a bit of a duffer but the graphics aren't bad. However, *Dirty Racing* is brilliant. You'll return to this again and again, and still insist on playing it all the way through even after completing it some time before. Challenging with razor sharp graphics. **NICK**

Two racing games packed into one cart thanks to the lovely people at Gametek. *Dirty Racing* is a *Super Sprint* style overhead racer with various options and simple graphics – it's fun to play with lots of turbos on offer. The second is Gremlin's *4 Wheel Drive* with a first person perspective and lots of courses with cool 4X4 cars whizzing around. Racing fans will love the compilation. **NICK R**

Out of the two games on this cart, *Dirty Racing* is the best, and is more reminiscent of *Micro Machines* than anything else. It's good fun to play and you'll be wanting to better all of your times and beat the opposition into submission. Until the arrival of *Micro Machines* later on in the year, this could well fill the huge gap left in the Game Boy driving market. Clock up those lap times. **ADRIAN**

OVERALL 83

ASTERIX

Game Boy £29.99
4 Mbit Sega

It's another cheap and cheerful platform game for all Game Gear owners to add to their collections. Asterix hops and skips his way around the game in a jolly manner, looking good with nice animation. One press of the joypad and he becomes Obelix so fans of both characters will be satisfied. With lots of power-ups to collect, Romans to duff up and many maze-filled levels to sort out this will keep handheld platform fans happy for hours. **74**

BATTLETOADS DOUBLE DRAGON

Game Boy £24.99
2 Mbit Sony

The Battletoads are busy critters, they're always in some sort of scrap on a console, and in this new Game Boy outing they're joined by Billy and Jimmy from the famous *Double Dragon* series. There's nothing here that we haven't seen before though. You move along, hit someone, move along again and repeat if necessary! It's about time these toads got their act together and starred in a game worth playing. **50**

TOM & JERRY FRANTIC ANTICS

Game Boy £24.99
2 Mbit Hi-Tech Expressions

The world famous cat and mouse duo from the cartoons of everyone's childhood are back with yet another platform game for the Game Boy. There's nothing really special in here to shout about. Tom leaps from one platform to another, collecting fish as he goes. He can jump onto a scooter to give him a little extra zip and Jerry is waiting at the end of each level. We've seen it all before but only T&J fans may want to give this a whirl. **44**

YOGI BEAR GOLD RUSH

Game Boy £24.99
1 Mbit Empire

Cheap and cheerful platform games always go down well on the Game Boy. The Nintendo handheld just seems suited to this type of product. *Yogi Bear* is a pretty basic game to play. The cartoon hero bounces and leaps around the levels collecting picnic baskets and avoiding all sorts of nasties. There are some tricky maze sections to sort out and the Ranger and Boo Boo make an appearance. Great for an uncomplicated platform game that you don't have to think about too much. Here's Yogi! **76**

The big 10 high 5

CHARTS COMPILED BY GALLUP

CONSOLE CHART

1: FIFA INTERNATIONAL SOCCER - MD/M-CD/SNES
2: SUPER MARIO LAND 3 - GAME BOY
3: WORLD CUP USA '94 - MD/SNES/GB/GG
4: PETE SAMPRAS TENNIS - MEGA DRIVE
5: JURASSIC PARK - MD/SNES/GB/GG
6: MORTAL KOMBAT - MD/SNES/GB/GG
7: NBA JAM - MD/SNES/GG
8: SUPER KICK OFF - MD/SNES/GG
9: FANTASTIC ADVENTURES OF DIZZY - MD/GG
10: SUPER MARIO LAND - GAME BOY

16/32 BIT FLOPPY CHARTS

1: INTERNATIONAL SENSIBLE SOCCER - AMIGA/PC
2: TIE FIGHTER - PC
3: KICK OFF 3 - AMIGA/PC
4: TACTICAL MANAGER - AMIGA/PC
5: THEME PARK - PC
6: WORLD CUP USA '94 - AMIGA/PC
7: PREMIER MANAGER 2 - AMIGA/PC
8: SIM CITY 2000 - PC
9: THE SETTLERS - AMIGA/PC
10: SENSIBLE SOCCER '92/'93 - AMIGA/ PC

TOP FIVE SNES

1: FIFA INTERNATIONAL SOCCER - OCEAN
2: STARWING - NINTENDO
3: MORTAL KOMBAT - ACCLAIM
4: JURASSIC PARK - OCEAN
5: SUPER METROID - NINTENDO

TOP FIVE MEGA DRIVE

1: FIFA INTERNATIONAL SOCCER - EA
2: PETE SAMPRAS TENNIS - CODEMASTERS
3: PGA EUROPEAN TOUR - EA
4: FAN ADVENTURES OF DIZZY - CODEMASTERS
5: SONIC THE HEDGEHOG 3 - SEGA

TOP FIVE MEGA-CD

1: FIFA INTERNATONAL SOCCER - EA
2: TOMCAT ALLEY - SEGA
3: SILPHEED - SEGA
4: SONIC CD - SEGA
5: SENSIBLE SOCER - RENEGADE/SONY

TOP FIVE AMIGA

1: INT SENSI SOCCER - RENEGADE/MINDSCAPE
2: KICK OFF 3 - ANCO
3: TACTICAL MANAGER - BLACK LEGEND
4: WORLD CUP USA '94 - US GOLD
5: PREMIER MANAGER 2 - GREMLIN GRAPHICS

TOP FIVE CD32

1: BANSHEE - CORE DESIGN
2: GUNSHIP 2000 - MICROPROSE
3: LIBERATION - MINDSCAPE
4: HEIMDALL 2 - CORE DESIGN
5: ZOOL - GREMLIN

TOP FIVE PC

1: TIE FIGHTER - LUCASARTS
2: THEME PARK - EA
3: SIM CITY 2000 - MAXIS/MINDSCAPE
4: X-WING - US GOLD
5: STRIKER - RAGE SOFTWARE

TOP FIVE PC CD-ROM

1: THEME PARK - EA
2: OUTPOST - SIERRA ONLINE
3: REBEL ASSAULT - US GOLD
4: ENCARTA - MICROSOFT
5: 7TH GUEST/DUNE - TELSTAR FUN & GAMES

TOP FIVE GAME BOY

1: SUPER MARIO LAND 3 - NINTENDO
2: SUPER MARIO LAND - NINTENDO
3: ZELDA: LINK'S AWAKENING - NINTENDO
4: KIRBY'S PINBALL LAND - NINTENDO
5: WORLD CUP USA '94 - US GOLD

TOP FIVE GAME GEAR

1: SONIC CHAOS - SEGA
2: JUNGLE BOOK - VIRGIN
3: WORLD CUP USA '94 - US GOLD
4: NBA JAM - ARENA ENTERTAINMENT
5: STAR WARS - US GOLD

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EDITOR'S UNSTOPPABLE TEN

What games are considered good enough to regularly grace the monitor screen of the UK's leading Games Animal? We check out just what our editor's playing at the moment:

THIS MONTH	LAST MONTH	GAME	FORMAT
1	1	SUPER STREET FIGHTER II	MD
2	2	WARIO LAND	GAME BOY
3	NE	SUPER BOMBERMAN	GAME BOY
4	NE	STUNT RACE FX	SNES
5	3	ETERNAL CHAMPIONS	MD
6	NE	BRUTAL	MEGA-CD
7	NE	BUBBLE & SQUEAK	AMIGA
8	8	MORTAL KOMBAT II	ARCADE
9	NE	THEME PARK	PC
10	9	ROCK 'N' ROLL RACING	SNES

TOP TEN IMPORTS

Thanks go out to Video Game Centre of Bournemouth for compiling these charts for us:

POS	GAME	FORMAT/MONTH
1	STUNT RACE FX	SNES/USA/JAP
2	SUPER STREET FIGHTER 2	MD/SNES/USA/JAP
3	DONKEY KONG '94	Super GB/USA
4	VAY	Sega-CD/USA
5	REBEL ASSAULT	Sega-CD/USA
6	SLAM MASTERS	SNES/USA/JAP
7	CAPCOM SOCCER SHOOT OUT	SNES/USA
8	HEIMDALL	Sega-CD/USA
9	SPIKE MCFANG	SNES/USA
10	SHOCKWAVE	3DO/USA

COIN GUZZLERS

The country's Big 10 coin-ops this month are:

POS	GAME	COMPANY
1	MORTAL KOMBAT 2	MIDWAY
2	SUPER STREET FIGHTER 2	CAPCOM
3	ALIENS VS PREDATOR	CAPCOM
4	SUPER VIRTUAL FOOTBALL	SEGA
5	FIGHTING FEVER	SNK
6	AEROFIGHTERS 2	SNK
7	GREAT 1000 MILE RALLY	KANEKO
8	SUPER SIDEKICKS 2	SNK
9	INTERNATIONAL FINAL	TAITO
10	TOP HUNTER	SNK

Arcade charts compiled with the help of Deith Leisure.

JEMMY CHEF'S CHOICE

This month Shropshire boy Jem gives us a run-down of his favourite titles. He's a bit of a Dizzy fan...

1	DIZZY PRINCE OF THE YOLKFOLK	AMIGA
2	SPELLBOUND DIZZY	AMIGA
3	MAGICLAND DIZZY	AMIGA
4	TREASURE ISLAND DIZZY	AMIGA
5	FANTASY WORLD DIZZY	AMIGA
6	SEYMOUR GOES TO HOLLYWOOD	AMIGA
7	JAMES POND: CODENAME ROBOCOD	MEGA DRIVE
8	SUPER MARIO WORLD	SNES
9	SONIC 2	MEGA DRIVE
10	STREET FIGHTER II	SNES

FRIENDS OF THE EARTH

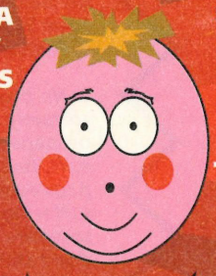
This chart is dedicated to all those games that have our planet's best interests at heart... sort of:

1	CAPTAIN PLANET	MINDSCAPE
2	SIM EARTH	MAXIS
3	GLOBAL GLADIATORS	VIRGIN
4	ECCO THE DOLPHIN	SEGA
5	AWESOME POSSUM	TENGEN
6	FLOOD	EA
7	TOXIC CRUSADERS	SEGA
8	EVOLUTION	OCEAN
9	JAMES POND	MILLENNIUM
10	ECO FIGHTERS	CAPCOM

FABULOUS FATTIES

Ten Rotund videogame warriors who are as broad as they are tall:

1	ROBOTNIK	SONIC 3
2	EDMUND HONDA	STREET FIGHTER II
3	BIG BOY BARRY	GAMES WORLD
4	PALACE GUARDS	ALADDIN
5	OLAF	LOST VIKINGS
6	SUMO-SAN	STREET RACER
7	EARL	TOEJAM AND EARL
8	CHUCK ROCK	CHUCK ROCK
9	PUGGSY	PUGGSY
10	KIRBY	KIRBY'S PINBALL



READERS' CHARTS

Send us in your own charts every month along with your picture and if you are lucky we will print them on the hallowed pages of Britain's top gaming monthly. They can be anything you like, from Most Stupid Games Character to Games Containing Food. The choice is yours. Send in your entries to: Big 10, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

BYTE BACK

As Games World: The Magazine continues to grow, we have had to employ our own mail attendants to sort through the vast number of letters we receive every month. Once they've been placed into orderly piles the legendary Dave Perry will spend days reading through the heap to select the lucky few that will be printed with his personal reply in Byte Back.
If you have an opinion to air, a view you want to share, or just a grievance you want to get out of your system, write to: Byte Back, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF. Oh yeah, happy letters and pictures are also gratefully received.

STAR LETTER PRIZE

This month's Star Letter will receive an excellent Asciiware joystick or joypad for their system.

JAG TALKING

Dear Dave,

I own a Super NES with *Nigel Mansell's*, *NBA Jam*, *Starwing*, *Mario Kart* and *Pilotwings*.

I am also interested in buying a Jaguar, but as you probably know, most computer shops selling the Jag know nothing about it. So I thought I would ask someone who knows what he's on about: What's your opinion about the Jaguar? Do you think it may just be a flop? Will the price be reduced?

Anyway, I think I'm going to hang on to my SNES for now so which is the best game out of these: *Rock'n'Roll Racing*, *Street Fighter II Turbo* or *Clayfighters*?

Hope you're back on GamesMaster as I cannot watch you on Games World because I don't have Sky. The mag's great. Thanks!!

■ **Richard Gwilliam, Warrington**

■ *No problem. The Jaguar is certainly an impressive machine... on paper. However, it looks a bit naff, has one of the ugliest control pads ever and at the moment is suffering from a lack of decent software. But, surprisingly, no I don't think it will be a flop. I'm sure it will sell well, but I wouldn't advise anyone to rush out and buy one just yet or to sell their present machines to get one as they would just end up extremely bored and frustrated. Wait to see what software is released first and then decide. That's what I'm doing.*

As for which is the best game out of Rock'n'Roll Racing, Street Fighter II Turbo and Clayfighters, it depends what you want, all are excellent, but I am a big fan of Rock'n'Roll Racing, and if you are going to buy a Street Fighter game, get Super Street Fighter II, it may be a little more expensive, but it's worth it. ■

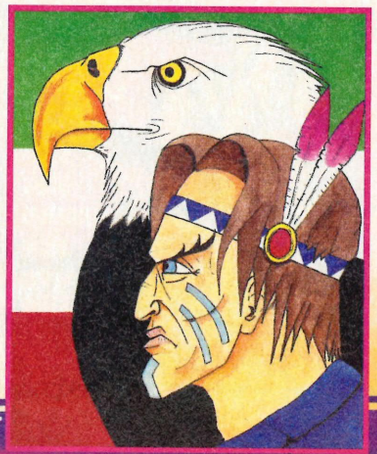
GAMES WORLD: THE POEM

Dear Mr God of Consoles, Dave Perry,

Before buying issue one of Games World I was bored and had no life, until June the 20th when visiting my local newsagent I saw the best mag ever with a handy booklet on arcade combat. So, now that I have two issues of Games World, my life is a lot better and to prove it here's a poem which I thought of while reading issue two:

Games World,
Games World is the best,
with the videators to beat the rest,
Master Moriarty changing his school,
Big Boy Barry acting cool,
the Cyber-Babes to help you on,
you've gotta be good to survive the first gong.
The tension,
the tension, keeps driving you on,
you're waiting for that sound – there it goes 'dong!'
Big Boy Barry making a date,
Combat Cal, ain't she great?

■ Below: A frightening likeness of a certain T Hawk by **Leigh Harmon** from **Sussex**.



Violet Blade startin' to shake,
coz the Games Mistress came in late.
So there it is.

■ **Ben McBean, Northants**

■ *I'm glad that our mag has inspired you to write poetry, or something like poetry... well it rhymes anyway. But, not having a life before we came along? Maybe it's not your fault. Maybe it's the fault of all those bland, boring mags that sat festering on newsagent's shelves, before we shook things up... yeah, it's their fault! They nearly ruined your life! Now what I want you to do, is buy a large shotgun, saw off the end and...* ■

DO YOU HAVE TO ASK?

Dear Dave,

Yes! At last, the revolutionary TV

LYNX EXTINCT?

Dear Dave 'The Bandana' Perry,

First let me say how excellent your magazine is and no I'm not here to lick butt, if I thought your mag was a load of monkey s****m then I'd be the first to tell you. I've always been a fan of Atari hardware so I'd like to thank you for supporting the Jaguar and the Lynx because Atari freaks like myself can't blame magazines like yours for not covering Atari in the past, as most people including myself would of course blame Atari for their marketing policy, or rather lack of marketing in the UK at least. After reading the article they seem to have one thing right. The Lynx should be re-launched off the back of the success of the Jaguar but Atari have to get the 3rd parties interested in producing software for the Jaguar first. Being a sporty person, I always go for sports sims before any type of game on any console. Mainly because of this I purchased a Mega Drive to play the excellent range of games from EA sports. Soccer games will probably come out for the Jag but they will be two for a penny like on every

GETTING A BIT HYPER

Dear Dave,

Congratulations on a great mag. I really enjoyed issue one and two and hope to enjoy the rest. I own a Mega Drive and I have *Street Fighter II: SCE*. When I bought it I thought it was the bee's knees, it set me back £60, which is pricey, for any game but I didn't care. I now hear that *Super Street Fighter II* is coming out, so suddenly the game brought out a few months back is going to be updated, so I have to pay another £60 for an extra four players and a SLOWER game, I mean what's the point, why don't Capcom just bring out SSFII: Turbo and save everybody £60? It seems as if Capcom should rename themselves Capcon. After all, how long will it be before Super Mega Street Fighter Turbo Hyper Fighting SCE comes out? Come on Capcom, bring out SFIII before it's too late.

By the way, I know how to play Sonya on *MKII*, this is how, just beat Jade using High Punch only.

Jonathon Ford, Weston-Super-Mare

Not totally fair John. There are many differences between Street Fighter II and Super Street Fighter II, although many of them are subtle. I do agree however, that the asking price is ridiculously high, but that applies to many games, and at least this one has a little more longevity than most. Mind you, Capcom have paid for this high price tag and lack of major differences between the two games, as Nintendo are refusing to even think about officially distributing the game until next year...if at all. At the end of the day, if you don't think it's worth it, don't buy it, but I've already got my copy.

show has spawned a revolutionary mag! Just thought I'd drop you a line for, well, a number of reasons actually. To ask you a few questions, for one. Is this the kind of magazine that's going to be afflicted with "SNES kicks the Mega Drive's ass" letters? – 'cause they are really stupid and pointless. Also, I'd like to start a little debate if I may (ahem): Which is best, Games Master or Games World? And:

Who is the best videator in Games World?

I personally think that Games World is great and that The Violet Blade wins hands down but what do other people think?

Anyway, good luck with the mag boys, and Dave, good luck with the third series of Games World – I know I'll be watching!

Oh, I have a Mega Drive, by the way, in case my letter wins anything in your incredibly beautiful magazine (lick, slurp).

Chris Sweeney, Scotland

Yes, why not start another pointless argument instead. I think it is glaringly obvious which is best. We have Jeremy Daldry, Tim Boone, Bob Mills, Cyber-Babes, Big Boy Barry, The Violet Blade, Me, a 132 page magazine, 5 shows a week, and they have... I can't even be bothered to argue about it. As for who is the best videator? It is always a good idea to back The Violet Blade or you just might end up in intensive care.

LETTER OF THE MONTH

other console. What I'd like to see on the Jag is an American Football game that would kick the somewhat overweight butt of *John Madden* and an Ice Hockey game that would even make this year's Stanley Cup thriller, the seven gamer between the Rangers and Canucks look tame! Games like these have to be produced so the Jag can win even against its 16bit rivals. Having already purchased a Jaguar, I also hope Atari make the CD-Rom unit M-Peg 1 compatible otherwise those people without Nicam Videos may choose the CD32 over the Jag as one of my friends has done so he can now watch CD-i films as well as play the inferior software titles at the moment. I know people might disagree with what I'm saying Dave, but it's my opinion and I'm entitled to it. So Dave, point this out in **Games World: The Magazine** and help us Atari fans by saying to Atari themselves "come on, you've always had the superior hardware, even going back to the STE (when did you last see an Amiga in a recording studio?). So market the Jaguar right and get that top quality software out quick that's fit for a 64bit machine, and then relaunch that Game Boy splattering machine, the Lynx. So let's go Sam, it's the only way to do it!"

Long live Games World!

Mark Hamer, Cheshire

Boy, are you sure you've finished, Mark? It is easy to understand why you have become disorientated with Atari over the years, but I must add that your loyalty is admirable.

I have to say, I do believe that the Lynx is dead. For all the talk of what a superior machine it was compared to the other handhelds, the proof is in the pudding, it was cumbersome and had very little software support. A relaunch would probably be a terrible waste of time and money.

As for the Jaguar, I think there is always a chance with Atari that they will totally muck up the marketing, but I hope not, for the sake of people like you who have already paid out their cash. For a 64bit machine it is scarily short of exciting releases, and as a result I would not advise anybody to buy it just yet. If Atari get it right the Jag will be huge, but...

VIDEATOR CHALLENGE NEXT ISSUE!

In next month's issue of **Games World: The Magazine** we will be unveiling the first of our Reader's Videator Challenges. Two of the imaginary Videators created by you will be fed into our high-tech Games World computer and a full report of their battle will be published on these pages in issue 5 of **Games World: The Magazine**.

There is still time to enter this ongoing competition with a self-created Videator or to send in a picture of a friend, sister, boyfriend or partner to be a Cyber-Babe. To enter the Videator Challenge, just send a rough profile of your character and the catch-phrases that he/she will use, along with an artist's impression of how they will look to the World Gamers. Just make sure you also include a filled out version of the form below:

CHALLENGE

VIDEATOR STATS FILE

Name.....

Height .....

Weight .....

You have a total of 15 points to assign to the attributes listed below so that our computer can decide upon what his strengths and weaknesses will be when facing other Videators. Assign each point by crossing a box opposite that attribute:

Arrogance	☐	☐	☐	☐	☐
Reflexes	☐	☐	☐	☐	☐
Aggression	☐	☐	☐	☐	☐
Dexterity	☐	☐	☐	☐	☐
Intelligence	☐	☐	☐	☐	☐

Send this form with your Videator profile and sketches to: Byte Back, Videator Challenge, Games World: The Magazine, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

It's Show

He's back! The Big Boy himself is here to give a complete rundown of the new series of Games World: the TV show, the new videators and the new challenges.

Yes folks, it's that time of the month again, time for you guys to catch up on the latest sizzling gossip surrounding the imminent arrival of the hotter than hot, brand new series of Games World! Sorry I missed you last month but your 'Transatlantic – Gigantic' videator, was too busy impressing the crowds at the Chicago CES! Not to worry, your chubby chum's back now, with all you need to know about the incredible phenomenon that is Games World.

In only a few weeks Games World 3 will smash into satellite dishes across the nation and although all the information is supposed to be top secret, the Big Boy has risked life and limb to smuggle out all the juicy facts about the busiest schedule in televised gaming...

MONDAY

■ As you were, it's still Eliminator night . This time the set is even darker and moodier than before and

STILL THE BEST

The cream of the old guard are back with a vengeance: That 'Wall Street Wonder', Mr Mathers, returns to pillage your data banks as is the 'Blundering Blaggard' of the Seven Seas, the Violet Blade (or is that VIOLENT?). Everyone's most hated school kid, Master Moriarty is also said to be in training for the new series...

FOUR NEW CHALLENGERS!

The line-up of videators just gets tougher as four new contenders make an entrance:

Riding the rodeo was simply not enough for 'Colin the Console Cowboy' meaning that 'The Fastest Game in the West' seeks strangers to do battle with. My homeboy pal 'Ragga D, The Games MC' is 'the Pro to Know' and 'King of Swing' and he's decided to become the singing sensation of the gamesplaying nation. No one's gonna dis this guy! No mere mortal knows where Electric Eddie comes from but maybe that's for the best. CHARGED with assault and BATTERY this 'Master of Disaster' has lightning gaming skills and isn't afraid to show them off! Finally, Master Moriarty's worst nightmare becomes an all-too-real reality as 'Trixy Bell the Minx from Hell' has escaped from St Trinians, dodged several months detention, missed math and has finally ended up here. She's trouble, she's crude and ya better be prepared – this chick can play more than lacrosse... And, oh yes, Big Boy's back in town, so get ready for your Herculean Hero to waste 'em all!

...time!

Jeremy Daldry and our own bandana buddy, Dave Perry, will be co-presenting alongside the legendary Bob Mills. The major change this time round is that no less than eight (!) hopeful contestants will be fighting their way to victory at the start of the show. Four of these eight will be eliminated in a sudden death round, much in the same way that finalists were eliminated in Games World 2.

TUESDAY

■ It's me! Yes, in a show so outrageous it's got a government health warning. The new show is aptly named 'Barry TV' and it's set to blow away anything else on television. The world's number one videator now has his own syndicated series in America and Barry TV follows the week-to-week pitfalls and pleasures of putting together a TV show (in a less than serious manner of course!). My very own 'live-in lover from Liverpool', Charlene, returns as my personal assistant and, unfortunately, even after some serious beating, Lesley still refuses to go away. Watch out for this night, it's going to be a corker!

WEDNESDAY

■ The Eliminator 2 beckons, on Mondays Jeremy will be commentating and Dave Perry presenting from the waiting room, while on Wednesdays it'll all be the other way around. Better expect some hot competition.

THURSDAY

■ Welcome to the hyper-excitable Live Night, that will be as spontaneous as ever with even more audience participation and yet more abysmal gags from that mirth-making master of mockery, Jeremy Daldry.

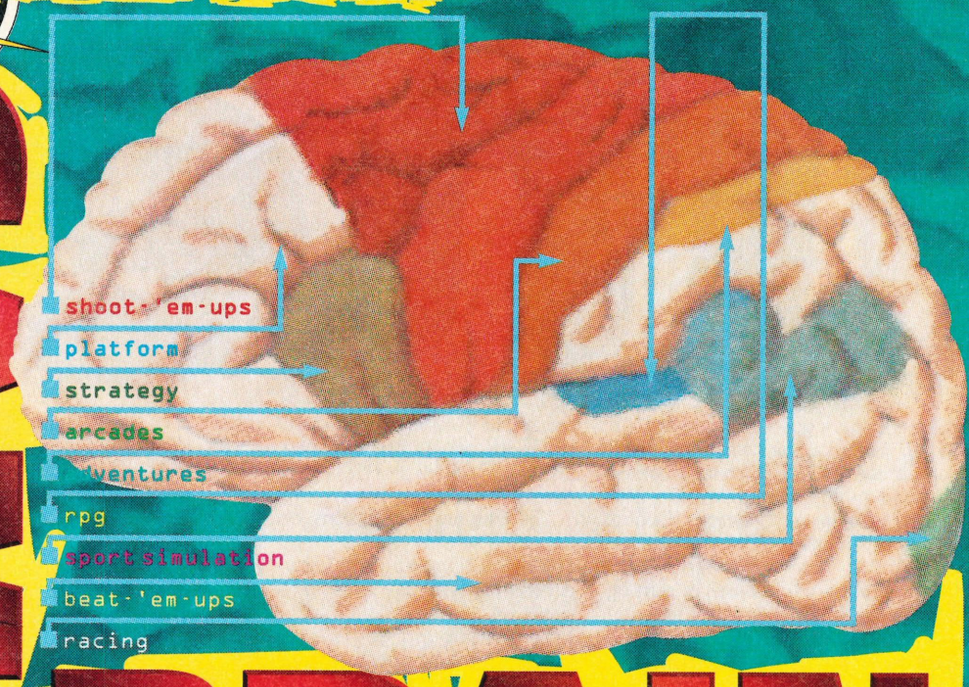
FRIDAY

■ It's Fight Night, where the two remaining champions from the two Eliminators fight it out to see who will be chosen to have the honour of battling the world famous videators.

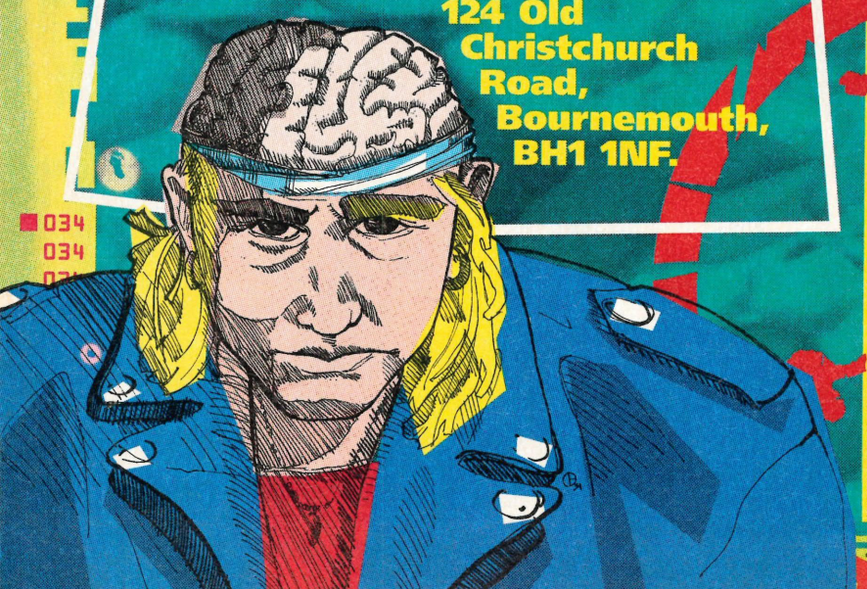
SOMETHING OLD, SOMETHING NEW: EIGHT GREAT VIDEATORS

1. Mr Mathers: The Megabyte Millionaire
2. Big Boy Barry
3. The Violet Blade
4. Trixy Bell: The Minx from Hell
5. Electric Eddie
6. Ragga D: the Games MC
7. Colin the Console Cowboy
8. Master Moriarty

GAME BRAIN



Growing with every issue, the Game Brain is the ultimate oracle on the world of videogames playing. Never one to hide his light under a bandana, our grey matter guru of pad and screen will take time out (out of our editor's skull actually) to answer your darkest console questions and disk dilemmas.
If you have a problem that no-one else can help you with, write to: The Game Brain, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.



ARE THEY THE CHAMPIONS?

Dear Game Brain,

I watch the show on Sky One and I think it's great. I bought issue 2 of the mag and that was also great.

As an avid football fan, I would like to know if a playable football game with real Premiership League teams and players will be available in the near future?

Also, will *Championship Manager* ever be available on the Super NES?

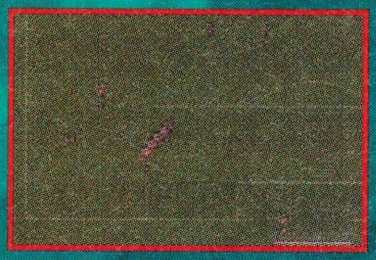
What's your favourite game on any format at the moment?

Thanks a lot.

■ **Neil Lovat, Tyne & Wear**

GB ■ *My favourite game at the moment has to be Super Street Fighter II on the Mega Drive... I can't stop playing it!*

As for a playable footy game with actual teams and players, have you tried Manchester United Premier League Champions? It plays very much like Sensi but has all the actual teams and players right down to the conference league. Also, look out for PFA Player of the Year from Krisalis sometime next year. Unfortunately, these are only on disk, there are no cart games out at the moment that use actual players' names, and, due to legal complications, I doubt if there will be for a very long time, if ever.



No. Championship Manager will never appear on the Super Nintendo. ■

SIM-PLY SUPER

Dear Game Brain,

I would just like to say how great your magazine is. It's the only computer mag I shall continue to buy. I liked the Arcade Combat Book. It's just what I needed. I also like your 'Access All Areas' section, and you are the first mag I've seen to advertise Arcade games.

Questions to Game Brain:

1) Can you please tell me if the game called *Theme Park* will be coming out

GEO-GANTIC CA

Dear Game Brain,

Congratulations on a great first issue and 'The Survivor's Guide to Arcade Combat' was brilliant. My only criticism is that the reviews were too short. Why not give scores for the graphics and sounds as well?

Please can you answer the following questions:

1) As some Neo Geo games are over 100 megs, how many megs can other consoles cope with?

2) What's the release date for *Fatal Fury II* on the Mega Drive?

3) Will *Super Street Fighter II* be the improved, Turbo edition on any of the console versions?

Keep up the good work.

■ **Sagar Bhardwaj, Middlesex.**

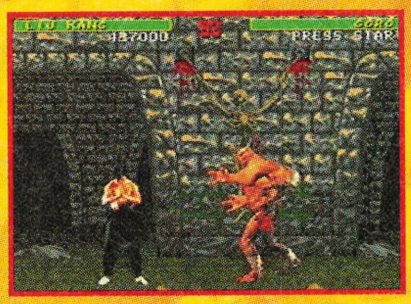
GB ■ *The cross-over between megs and mega-bits is always very confusing. For a start, one meg (or mega-byte) is eight Mega-bits so SNK are a bit misleading when they claim 180 Megs on Neo Geo games, as it should be 180 Mbits. That's still bigger than the standard 8Mbit of a SNES or Mega Drive cart but the size of a cart has very little to do with the handling capabilities of the machine. We have seen 40Mbit carts for the Mega Drive alongside 8Mbit ones. The size of a cart is dictated mainly by how economically it can be produced and whether people will pay for the extra cost involved in its increased size. Sega now have 60Mbit carts in development. If you consider the size of a cart in direct relation to its price then you might have the reason for the expense of Neo Geo software. In short, megs aren't everything... but they help.*

NOBODY'S DULLARD

Dear Game Brain,

I've asked the rest, but you're the best. I own a Mega Drive and on *Mortal Kombat 1* I've used the DULLARD code, gave BLOCK a body-swerve, but snot features still hides. Despite a death move, the screen still won't go grey.

■ **Your fave fan, A Nonymous**



GB ■ *Blimey, you are confused. Let's start at the beginning. Once you have used the DULLARD code you will be inside the cheat screen. You need to turn Flag 2 on, this will ensure that there are always silhouettes over the moon and set the background at the bottom to The Pit. Once at The Pit, with silhouettes moving across the moon, you must beat your opponent with a double flawless, not using the Block button and finishing with a fatality. This should take you to Reptile, no problem. If not, you are doing something wrong Mr Nonymous.*

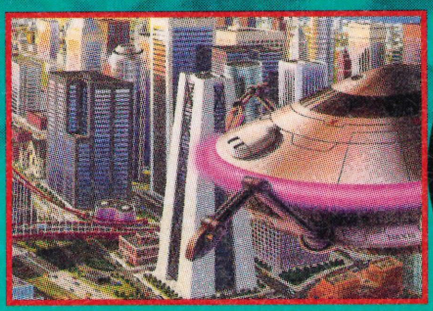
on the Super Nintendo.

2) If so, when?

3) Will *Sim City 2000* be out for the SNES?

4) Is there a *Sim City* guide book out? Not for *Sim City 2000*, it's just *Sim City* I am talking about.

■ **Daniel Rose, London**



GB ■ *Another satisfied customer. Let's get down to those questions Daniel.*

Theme Park will indeed be appearing on the SNES, but not until early next year I'm afraid. So you'll have to hang on to your hotdogs a little while longer.

There are no plans, at present, to release Sim City 2000 on the Super Nintendo I'm afraid, but as for guides to the original Sim City, you should be able to find a fair choice of them in any decent bookstore. Unfortunately, Maxis do not produce one themselves. ■

IT'S JUST NOT PC

Dear Game Brain,

My Dad said that I could have a new computer this year for my Birthday. He said he would spend up to £500 on me. I'm looking for a computer that is capable of decent word processing programs but I do not need state-of-the-art. I have seen the Acorn 3010 and am thinking of asking for that so I have some questions on it:

1) Would it be okay for my needs? Remembering I'm only 14 and do not need anything too wonderful.

2) What is the software like on it, including games?

3) Is it PC compatible?

4) Is it worth the money that I would be paying for it? And how much can you get one for?

5) Are there any other computers that would be useful to me?

I would be very grateful if you would answer my questions as at the moment I'm stuck with an Amstrad CPC 6128.

■ **Richard Mansfield, Essex**

GB ■ *The Acorn 3010 is a very good machine for a whole variety of things especially educational software, but the number of games available for it is severely limited. This is because it is not PC compatible as supplied. To enable it to run PC games requires an emulation module that costs several hundred pounds.*

If you really want to be able to play games then you need to be looking at a PC. The only problem is that while you can buy a new PC for around £500, it will be one of the slower models like a 386SX. This will handle good word-processing software and will also run most games. But to get the best out of your favourite games, you really need a 486 though these do cost around £900 for one with a colour monitor and a decent sized hard disk. ■

KURIOUS KOMBAT

Dear Game Brain,

I purchased Issue 2 and found all the *Mortal Kombat 2* console news. Being an Amiga owner I am curious to find out about an Amiga version so here are a few questions:

1) Will there be an Amiga *MK2*?

2) If so, when will it be released?

3) What will it be like?

Please help me and many other loyal Amiga owners who are dying to know about *Mortal Kombat 2*.

■ **Graham Higgins, Essex**

GB ■ *Yes, Graham. There will be an Amiga version of Mortal Kombat II, but at the moment it has not been decided just who will publish it, so as you can imagine, it is still a fair way off. The word from Acclaim though, is that when it does finally appear, it will be an arcade perfect conversion like its 16bit brothers.* ■

WORD ON THE STREET

Yo! Game Brain,

Is it true that on *Street Fighter II* on the SNES, there is a cheat to turn it into Championship mode. Could you tell me please.

■ **Steven Mawer, Liverpool**

GB ■ *No, not to my knowledge. However, there is a cheat that allows you to play as identical fighters in versus mode, and that is: Down, Right, Left, Y, B, X, A. Is that what you mean?* ■

RTS

At the moment it does not look like you will ever see Fatal Fury II on the Mega Drive, although Fatal Fury Special Edition will be released very soon on the Mega-CD by JVC. If I hear any more I'll let you know.

Super Street Fighter II on the console is not the Turbo edition, unfortunately, and does not utilise the Super Combo Gauge that appeared on the arcade machines. ■

WORLD CUP WINNERS

The response to our World Cup Competition was immense and here are our lucky winners:

■ **1st Prize**
Gary Swain, Portsmouth

■ **2nd Prize**
Michael Collins, Kent

RUNNERS UP:

Matthew Bryce, Dyfed
Matthew Ward, Surrey
William St George, Co Tyrone
Lee Costello, Derby
Nigel Nash, Staffs
Lawrence Lek, London
Paul McGuirk, Blackpool
Samantha Taylor, Essex
Robert Collier, London
Mark Pearson, Lancs
Steve Billing, Plymouth
PA Fryer, Kent
Peter Turner, Cornwall
Paul Williams, Brighton
M Edwards, Wilts
Damien Bovington, Milton Keynes
Steven Rootes, Yorks
Michael Cook, Middx
Leon Wood, South Glamorgan
Matthew Wick, Hants

Finished. Keep those game questions coming, it's what I live for. It's the only time I get out from under those smelly bandanas!

■ 035 035 035 035 035 035 035 035 ...

FUTURE SCREENS

MEGA MAN X 2

CAPCOM

After exclusively announcing Capcom's latest venture into the field of specialised chips in their games in last month's Future Screens, **Games World: The Magazine** has managed to get hold of a couple of work in progress shots for all you *Mega Man* fans to drool over.

Yes, Capcom intend to keep their most famous robotic renegade to the forefront of videogame action with the SNES sequel to this year's hit platform romp. This fifteenth *Mega Man* adventure (yes, I did say fifteenth) is still undergoing the final stages of development in Japan and contains a special, innovative chip designed exclusively by Capcom to enhance the 16bit software to provide the most sophisticated graphics and action possible – doing a similar job to the much heralded Super FX DSP and the latest ACM technology found in *Donkey Kong Country*.

In *Mega Man X 2* the player will find themselves blasted into the far depths of space to once again do battle against a whole new series of challenging super robots who (guess what) want to take control of the universe. Not due out Stateside until Christmas as yet there's no news on who will officially distribute this in the UK. We've said it before but more news as and when we get it.

information...
- CAPCOM
- SNES
- DECEMBER (IMPORT)

DUNGEON MASTER II: THE LEGEND OF SKULLKEEP

INTERPLAY

The classic role playing game rompette, *Dungeon Master*, reshaped the face of adventure RPG's for ever back in 1987. It has taken seven years for the true sequel to appear and here it is after four years in development. This is not just a sequel – it allows the players to go into a more realistic world. A world where creatures think what they're going to do next, where there's an economy to deal with, a world where each action has a reaction and a place where technology and magic go hand in hand.

In addition, there is a real time representation allowing greater interactivity between characters, an automap feature and different graphically represented weather conditions. The eagerly awaited *Dungeon Master* is only a few months off arriving in the shops but it looks like we're in for some classic *Dungeon Master* adventuring all over again.

information...
- INTERPLAY
- PC
- NOVEMBER

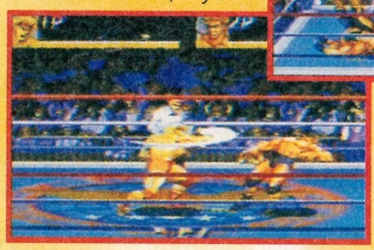
SATURDAY NIGHT SLAM MASTERS

CAPCOM

No one ever said that wrestling was a sane sport, all that acting and screaming into the camera but Capcom takes this unreality a stage further towards insanity. Fans of WWF know what to expect but in Capcom's latest dabble into the wrestling arena you get to suplex, pummel and headbutt your opponents and even pull off some special moves that are pure *Street Fighter*!

Already out on the SNES and in the arcades you choose one, two or even four players (with a multi-tap) in this no-holds barred spine-splitter where the out-of-ring furniture becomes head-cracking props. You can go it alone in the one-on-one tournament or, if you feel like some sadistic fun, dabble in the Team Battle Royal where two teams of two slam it out until one's declared victorious.

Featuring ten bizarre characters with the expected strange-names like Biff Slamkovich, Jumbo Flap Jack, El Stingray and King Rasta, Capcom have also introduced a guest appearance by Haggar from Final Fight. *Saturday Night Slam Masters* is unlikely to appear officially in the UK until 1995 but it should be available on American import on a 32 Mbit cart any time now.

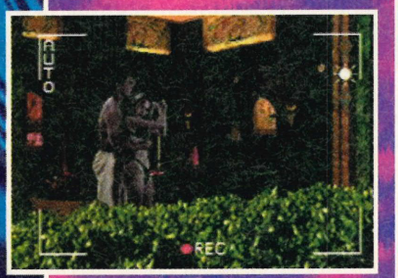


information...
- CAPCOM
- MEGA DRIVE
- DECEMBER (IMPORT)

VOYEUR

INTERPLAY

Do you harbour a secret desire to put on a mac and stare through a video recorder at nubile young things and, as light relief, get to save the nation from corruption? Of course you do, and Interplay have got the rights to market the first truly classic CD-i game on the PC CD-ROM. Essentially, you have an apartment opposite the residence of Presidential challenger Reed Hawke who just might have more than a few pretty skeletons hiding in his closet. You have a set time limit to film a few incriminating scenes over the course of two days, to stop him running without being caught out as a perv in the meantime. The CD-i version was visually excellent with full motion capture on blue screen and fully digitised speech. The question remains though, how will it be converted oto PC CD-ROM. We will keep watching (for research purposes only) and find out the truth soon.



information...
- INTERPLAY
- PC CD-ROM
- DECEMBER

CLAYFIGHTERS 2: JUDGEMENT CLAY

INTERPLAY

The Blob and Bad Mr Frosty are back in one of the most eagerly awaited beat'em-up sequels of the year. Cunningly entitled *C2: Judgement Clay*, this follow-up has nine brand new characters to fight wit;, like Hoppy the Bouncing Rabbit, Octo the purple octopus and Banana Man – the character with a peel (groan).

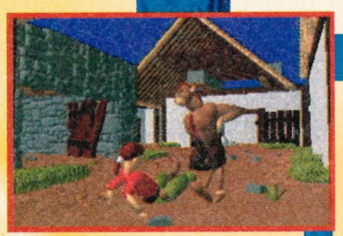
information...
- INTERPLAY
- SNES
- TBA

Using a new fight combat engine featuring more than twice the animation of the original *Clayfighters, C2* offers splatterings of clay rather than all the gore that seems expected of beat'em-ups these days, it certainly offers a refreshing change. With all new digitised sound effects, music scores, six different tournaments, a training mode and super attacks it really looks like being more than a revamped *Clayfighters*. We shall see. You'll have to wait until next month when we take an in-depth look.

ECSTATICA

PSYGNOSIS

Ecstatica is one game that has really captured the World Gamers' attention recently, after we were allowed to check out this an early work in progress version of the game. Taking an adult theme, *Ecstatica* is the story of a lone traveller who happens across a deserted village and ends up dealing with the nightmare visions of a young girl caught in a deep, trance-like coma. Her dreams come alive and the player then has to live them, fighting against, amongst other things, strange human-sized spiders, violent werewolves, and amusingly vicious piglet-like goblins.



Developed by Andrew Spencer whose last product was an *International Soccer* cart for the Commodore 64 way, way back in the early Eighties – apparently he's spent most of his time recently developing the graphic and game engine for *Ecstatica*, alongside graphic artist Alain Manderan who came fresh into the computer side from standard animation, having previously worked on the animated movie, Fievel Goes West.

This graphic controlling engine is the most striking aspect of this game and will draw the obvious comparisons with the classic *Alone in the Dark* series. However, this Psygnosis product uses ellipsoid-technology rather than standard polygons. Its intended to produce smoother animation sequences and movements.

Planned to be immediately accessible in a fully explorable 3D landscape, *Esctatica* and its in-excess of 200 locations, will be out in December. Check out **Games World: The Magazine** for full details.

information...
- PSYGNOSIS
- PC
- DECEMBER

LEMMINGS 3D

PSYGNOSIS

Everyone loves lemmings. It's something to do with their sheer stupidity and in-built death wish. Rarely has a game captured the gameplaying public's imagination more than the series of cerebral, teasing games based on their antics. *Lemmings 3D* isn't a sequel to the original but more of an all-new way to see and play this classic puzzle game.

Set in a wonderful 3D landscape, you not only have to control the flow and actions of the lemmings in the same way as in the original but you can also zoom in and out of the locations from any camera angle to view this vibrant 3D world from another viewpoint.

Still in the early stages of development at the moment, the graphics engine looks absolutely superb with smooth *Doom*-esque movement as you whizz around the game area clicking on the lemmings who you require to perform a task.

Unfortunately, fans of the game eager to check it out will have to hold their horses. *Lemmings 3D* isn't due out until March or April next year but **Games World: The Magazine** will be keeping very close tabs on its development.

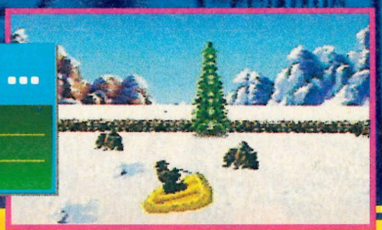
information...
- LEMMINGS 3D
- PC
- EASTER '95

INDIANA JONES'S GREATEST ADVENTURES

LUCASARTS

Indy's back, and this time the entire *Indiana Jones* trilogy is crammed onto a single cart. Set over 28 levels of thrill-inducing action based on the classic moments from the movies, such as the giant boulder escape from the Raiders of the Lost Ark, the mine cart chase from the Temple of Doom and the fight on the gigantic Zeppelin from the Last Crusade.

information...
- LUCASARTS
- SNES
- DECEMBER



Of course, you'll come across all the old and familiar faces like Colonel Vogel and Rene Belloq, have to deal with rope bridges and snake-infested pits and wander around familiar locales like the Chachapouan Temple, the Well of Souls, Brunwald Castle, the streets of Shangai and the Raven bar. With full use of the inherent Mode Seven capabilities of the SNES in action you'll marvel at the chase through the mine and enjoy rolling down snowy mountainsides. *Indy* looks a good bet for an Xmas release. Who'll release it in the UK is up in the air at the moment but possibly Virgin will take the game out of JVC's hands. We shall see.

029 029 029 029 029 029 029 029 ...

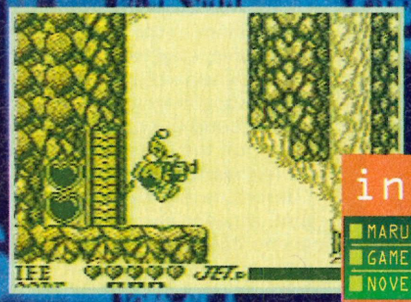
FUTURE SCREENS

DAFFY DUCK: THE MARVIN MISSIONS

MARUBENI/SUNSOFT

Daffy Duck is an office favourite, a perpetual loser who, nevertheless, possesses a misplaced optimism and pomposity that's endeared him to generations. Now he's all set to come bumbling onto your Game Boy.

Based on the classic Daffy Cartoon of Duck Dodgers in the 23rd (and a half?) Century, the Marvin Missions features both Daffy and his arch nemesis, Marvin the Martian. Oh dear. Like the cartoon and the original SNES version on which this game is based you have to dash around levels with your jet pack, collecting bigger and more stupidly stupid weapons to try and vaporise that darn Martian, before he frazzles you.



Marubeni will release this Sunsoft Colour-Game Boy compatible game officially in the UK around November time so prepare for some seriously silly Daffy Duck action.

information...
- MARUBENI/SUNSOFT
- GAME BOY
- NOVEMBER

SUPER RETURN OF THE JEDI

LUCASARTS

Super Return of the Jedi is the final chapter in the oh so successful SNES *Star Wars* trilogy. Based on the space-operatic Lucasfilm movie blockbuster, *Super Return of the Jedi* challenges the young Jedis to crush the dark side in this monster 16 Mbit title, LucasArts' biggest Super NES game to date.

As you play the game you have to control the fortunes of five different game characters from the original movie like Luke Skywalker, Han Solo, Chewbacca, Wicket the Ewok and Princess Leia (in her bikini) through 19 different levels of classic Star Wars adventure, doing battle against the Empire's hordes, the sylph-like Jabba the Hut right and finally meeting up with the lovely Emperor himself.

With two different play perspectives this switches from standard platform romp to dazzling Mode Seven levels that will send you hurtling towards the Death Star. Along with the classic John Williams soundtrack, *Super Return of the Jedi* is almost guaranteed to be a winner. The distribution in the UK has yet to be finalised, but it's pretty certain that the game will be released in time for the Yuletide festivities. Keep that light sabre handy.

information...
- LUCASARTS
- SNES
- DECEMBER

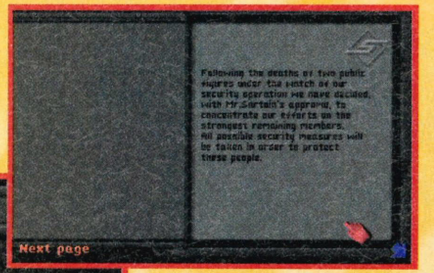
DREAMWEB

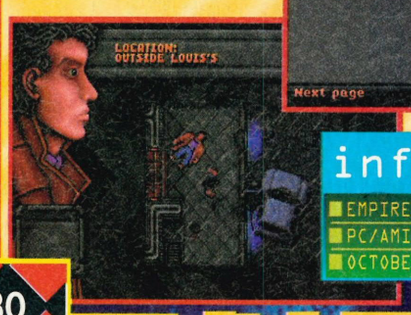
EMPIRE

In a city in the future one force controls the people's lives. This force is the Dreamweb, a virtual world of dreams where the powers of good and evil wrestle it out together to vent the destructive impulses that could otherwise destroy the status quo. However, the evil side has got too powerful and so the guardians of the web call upon you to sort it all out.

Dreamweb is a dark, melancholy overhead viewpoint adventure game developed by UK-based development team, CreaTive Reality. A cyberpunk thriller aimed at an adult audience, *Dreamweb* combines the strong science fiction feel with realistic animation. The attention to detail is its real strong point, allowing for every pixel to be closely examined and manipulated, so that you'll even be able to pick up a pea and eat it if you're feeling a trifle peckish.

The idea behind *Dreamweb* was first floated in 1989 but it 's taken years to develop. It features over 80 fully interactive characters, over 200 locations and in excess of 4,000 individually drawn animation frames. As usual, the music and sonic effects will add to that dark disturbing kind of atmosphere. Created with an adult theme, *Dreamweb* features foul language, excessive violence and a fair old sprinkling of sex. You'll be able catch this tricky adventure on the top shelf around October.





information...
- EMPIRE
- PC/AMIGA
- OCTOBER

MARY SHELLEY'S FRANKENSTEIN

SONY IMAGESOFT

Due for a simultaneous release with the potential Christmas movie blockbuster, *Mary Shelley's Frankenstein* is going to go hand-in-hand with *Mickey Mania* for Sony's major Christmas push. The game's developers for Sony have worked hard to capture the distinctive look and feel of the movie, incorporating actual film clips and blue-screen characters rotoscoped on Silicon Graphics graphics stations to create a realistic, fluid, interactive game which Sony hope will generate a really eerie and disturbing atmosphere (expect buckets of mist).

Taking on the role of Dr Frankenstein's monster and his tormented half-life, you'll have to journey through six massive levels to uncover the grisly truth behind your incarnation. This journey takes you from the cholera-infested streets of the home town of Ingolstadt through to the Arctic of all places. With extra in-game film footage and two different styles of gameplay, the Mega-CD version will be particularly well catered for in this big-name release that is due out in November.

information...
- SONY IMAGESOFT
- SNES/MEGA DRIVE/MEGA-CD
- NOVEMBER

HELL: A CYBERPUNK THRILLER

GAMETEK

A dark and maudlin cyberpunk future is promised in *Hell: A Cyberpunk Thriller*, a game developed by multi-media game specialists Take 2 Interactive Software, the makers of *Star Crusader* and *Bloodnet*. Featuring a star-studded cast including Dennis Hopper, Grace Jones and Stephanie Seymour, this is one weird game.

It has been discovered who has the power to condemn man to hell – the government. They're after you for committing sins against the State and on the path to proving your innocence you must battle demons amid a cyber world of deceit and evil. Can you escape or will you be dragged down into the pits of eternal damnation – do you care? Hell no, what with all these splendid rendered graphics, this promises a lot and **Games World: The Magazine** will take a good look at it soon.

information...
- GAMETEK
- PC CD-ROM
- NOVEMBER

information...
- PSYGNOSIS
- MEGA-CD/PC CD-ROM
- DECEMBER

NOVASTORM

PSYGNOSIS

Previously known as *Scavenger 4* on PC CD-ROM, check out the early work in progress shots of the Mega-CD version. In the year 2129 the Bator System is dying. The federation lies in ruins and the population has been decimated. Why? Because the military artificial intelligence computer network, Scarab X, has taken on a life of its own and has become decidedly hostile. In a last ditch effort, they send out the experimental space fighter, Scavenger 4, to track down and destroy Scarab X. However, it won't be easy.

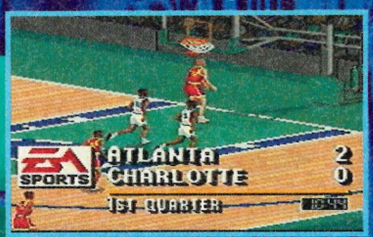
Featuring in yer face Silicon Graphics rendered graphics through four different worlds with complete interaction between the backgrounds and the scenery. Finished off with a thumping CD audio track and the patented Fractal Engine Technology that allows for smooth video transfer, the Mega-CD *Novastorm* should descend on us in December.

NBA '95

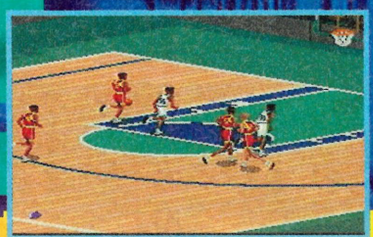
OCEAN

Basketball is all the rage at the moment, and hoping to jump on the bandwagon with this officially NBA licensed product are Ocean with this EA Sports conversion. Claiming to be the most complete basketball game ever, *NBA '95* features five-a-side gaming action which, with the use of a multitap adaptor, allows for five players to play the game simultaneously.

Viewed from EA's idiosyncratic 45° angle, *NBA '95* features top-notch animation and fast- paced gameplay not forgetting fully updated teams, players and rosters from actual NBA 1993 and 1994 seasons. Due out in time for Christmas, this SNES hoop-fest is already looking 'on fire' – check it out in a forthcoming issue.



information...
- OCEAN
- SNES
- DECEMBER



information...
- CAPCOM
- SNES
- JANUARY

X-MEN

CAPCOM

X-Men is Capcom's latest delve into the comic book market, taking on the roles of the four Marvel X-Men, this is a side scrolling beat'em-up frolic with the occasional platform to keep you entertained. Only in its early stages of development at the moment (as it won't see the light of day until early 1995) here's a quick picture to whet your appetite until then. More pics, details and in-depth expectations closer to that date.

SAMURAI SHODOWN

TAKARA

There seems to be a distinct number of SNK Neo Geo game titles being converted to the home console market at the moment, and one of the most eagerly awaited is *Samurai Shodown* for the SNES. Probably the best arcade weapon-based smash'em-up ever, will it cut the mustard on the 16bit machine?

Featuring twelve sword masters from around the world like the French duellist Charlotte and the Samurai Ukyo, each require their own special actions and manoeuvres. We are promised that *Samurai Shodown* will also have the full blood count of the Japanese Neo Geo and arcade versions along with all of the death moves and special combos. Whether or not the screen will zoom in and out is open to question, it's only about half-finished at the moment but it will be interesting to see how well this fave fighting game converts onto the 32 Mbit Super NES cart.

information...
- TAKARA
- SNES
- JANUARY

FATAL FURY SPECIAL

TAKARA/JVC

The SNK monster Neo Geo and arcade hit is about to come with plenty of bloody-nose thrills and spills specially onto the beat'em-up light Sega Mega-CD. *Fatal Fury Special* is an updated version of the home console version of *Fatal Fury*, featuring faster graphics, more colours with animation rendered from the arcade version and audio and musical effects specially remastered for the potential of the CD.

There are 15 different characters to choose from, including every level boss, (featuring all those from *Fatal Fury II*), each with up to six different special moves and it has all the original counter attacks and taunts. Also, *Fatal Fury Special* has some brand new fight combinations and never-before-seen death moves such as Terry Bogard's Rising Knuckle and Joe Higashi's Hurricane Punch.

This arcade pummeler sounds and looks exciting and we'll get you the fullest and juiciest details before its official launch which is looking to be either December or early in 1995.

information...
- TAKARA/JVC
- MEGA-CD
- DECEMBER

FUTURE SCREENS

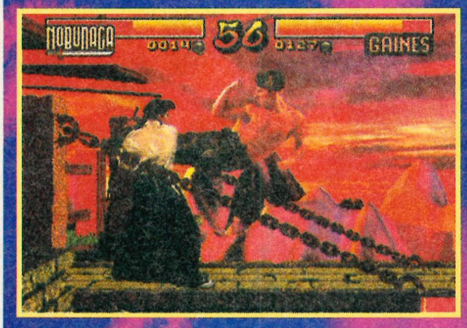
WAY OF THE WARRIOR

UNIVERSAL INTERACTIVE STUDIOS

At last, here are some screen shots from the most eagerly awaited 3DO beat'em-up, *Way of the Warrior*.

Similar to *Mortal Kombat* in appearance with lashings of blood and digitised fighting characters *Way of the Warrior* has over 500 MBytes of data crammed onto the CD to produce almost arcade quality 30-frames per second animation in massive arenas full of multi-layer parallaxing and auto-camera zooming (whatever all that means).

There are nine diverse characters to select from each with (wait for it) 60 to 80 moves, special attacks, combo's and death moves per character! There are also several 3D rendered guardian characters you can come across including one morphing dragon creature known as the High Abbot!



Want any more juicy details? Then just get ready for **Games World: The Magazine** to get right down to the bottom of all this gore zone blood splatterering action in the near future.

information...
- UNIVERSAL INTERACTIVE STUDIOS
- 3DO
- TBA

SMOKE AND MIRRORS

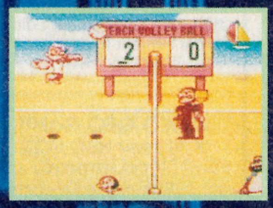
ABSOLUTE ENTERTAINMENT

information...
- ABSOLUTE ENTERTAINMENT
- MEGA DRIVE/MEGA-CD
- TBA

Smoke and Mirrors may sound like a bizarre title for a game but it all clears up when you discover what it's all about. It's a game that features those two zany American magicians who you've probably seen on Channel 4, Penn and Teller, in a wacky and absolutely freaky platform romp. The Mega-CD version also has the added feature of actual Penn and Teller performance footage and genuine digitised voices from the two anti-magicians. An interesting aside is that Pen and Teller's *Smoke and Mirrors* will feature, according to the info Absolute gave us, the world's first fully interactive magic trick. Mmm. Due out in America first in December, it is possibly going to be released by Sony in the UK next year if they're still firm friends with Absolute.

POPEYE BEACH VOLLEYBALL

AMERICAN TECHNO



Get sand kicked in your face? Don't fret, that champion of the underdog, a certain balding sailor chappie is leaping onto a Game Gear near you. On shore leave, the muscle-armed pipe-smoker likes nothing better than hanging around with the guys, spiking it out on the beach playing volleyball.

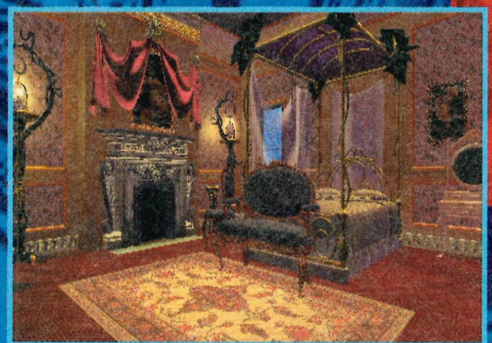
A funny sports sim of the no-holds-barred volleyball variety, this features all Popeye's buddies and enemies including Brutus and Olive Oyl, as they dive, dig low and scrap their way to success – with or without the help of that famous can of spinach.

One to four players can indulge in this game that should be out on import by the time you read this, or hopefully an official release sometime early next year.

information...
- AMERICAN TECHNO
- GAME GEAR
- TBA

PHANTASMAGORIA

SIERRA



Phantasmagoria is a game that's been eagerly awaited for ages now. Created by famed games designer Roberta Williams, it follows the story of a woman fighting for her life against the forces of evil. This multi-media terror extravaganza is presented in a different style, unfolding in novel-like chapters as you progress through this living nightmare.

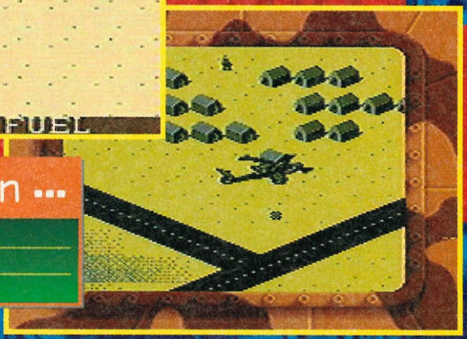
Set in a eerily realistic 3D rendered world, as you can see from these shots, *Phantasmagoria* uses all of the film and editing techniques and digital sonic effects we have come to expect from the best modern CD products. The character moves freely around as you have to deal with problems and challenges set in this thriller of monstrous proportions. We'll take a closer look at *Phantasmagoria* soon and let you in on the terrifying world created therein.

information...
- SIERRA
- PC CD-ROM
- JANUARY

DESERT STRIKE

OCEAN

The game that amazed everyone on the Mega Drive when it was released two years ago by its sheer amount of playability is all set to set Game Boys all over the country alight in October. This is a helicopter action game par excellence where you have to take your chopper behind enemy lines and complete several tricky missions without being char-grilled. Hours of excitement are promised but you'll have to wait until next month for a more in-depth Games Watch in this fact packed mag.



information...
- OCEAN
- GAME BOY
- OCTOBER

METALTECH: BATTLEDROME

DYNAMIX/SIERRA

Battledrome is the second game in the *Metaltech* series, a robotic combat simulation that takes place in a virtual combat arena where tactics and strategy count as much as all-round firepower in a war between house-sized robots called Hercs (or Herculeans). Players will be able to build their robot fighting machines from the base up, introducing varied engines, weapons, armour and even a natty colour scheme.

Wander around issuing and accepting challenges from the hundreds of other players, setting your own terms and attempting to stack the odds in your favour. Speaking of odds, you can bet prize money or even your own robot on the outcome of a contest. Modem ready for over the phone action, *Battledrome* will be out in November for any people with the desire to see who really is at the top of the rise of the robots.

information...
- DYNAMIX/SIERRA
- PC
- NOVEMBER

ALONE IN THE DARK

INFOGRAMES

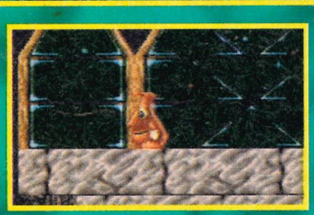
Alone in the Dark is another smash hit award-winning PC game converted to the easy accessing 3DO system. Alongside the expected fast polygon graphics, movie-style panning techniques and full 3D control the 3DO version has completely digitised speech to complement the advances the game made when it was first released.

Alone in the Dark is also one of the first of three original 3DO games that fully utilise the September-released UK official PAL machine, thus giving a true full-screen image rather than the post box slot effect that the NTSC versions show on European TV's. Due for a release very soon, keep your eyes peeled for this jaw-dropping official release, soon.

information...
- INFOGRAMES
- 3DO
- TBA

PUGGSY

PSYGNOSIS



Puggsy is cute looking orangey alien who has crash landed on an alien planet. After asking for directions, young Puggsy discovers that the locals aren't all that friendly as they have dashed off with your ship thinking that with this technology they will be able to take over the universe (crikey!).

So off Puggsy tracks through 50 levels trying to discover where his ship is stored, through levels requiring more brain than brawn. The SNES version has over 100 diferent enemy creatures and six guardians fully rendered with full-screen rotation, 34 stereo soundtracks and, new to the SNES version, a training and junior level for younger gamers. Hopefully, Psygnosis will release this teasing and underrated game in time for Christmas but if not, it'll be out early in 1995.

information...
- PUGGSY
- SNES/GAME BOY
- DECEMBER

STAR CONTROL II

CRYSTAL DYNAMICS

Star Control II is a game of universal travel, as you span several galaxies on a quest to save the earth from alien imperialism, piloting your lander through hostile environments on and attempting to gather resources to forge the weapons needed to free mankind form this alien scourge.

Explore over 500 star systems crammed with 3,000 planets, interacting with over 18 different alien races trying to cement new alliances and secure the latest technology. You also have to solve some unexpected plot twists and command fleets of starships in a spot of mind-blasting space warfare. There's even a head-to-head option where you can vent all your pent up tension against a friend or the CPU in a space combat game with a choice of over 25 different spaceships.

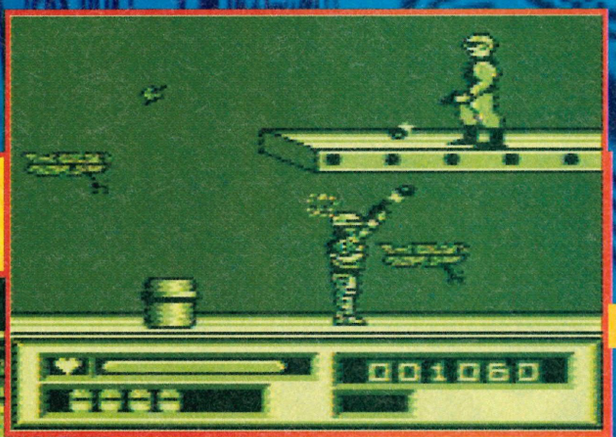
Star Control II is quite an old game on the PC but it has won many awards in the US. Now it's all set to come screeching onto the 3DO with lots of improvements like digitised speech for all the aliens, a CD quality audio soundtrack and fully rendered images of every spacecraft. Expect a marvo launch in October.

information...
- CRYSTAL DYNAMICS
- 3DO
- OCTOBER

ROBOCOP VS TERMINATOR

INTERPLAY

Robocop vs Terminator (or Robo-v-T as it's known at Games World) is about to arrive on your friendly local Game Boy courtesy of Interplay. Based on the Black Horse comics of the same name, players are thrust into a dark future ruled by the mechanical forces of Skynet. As Robocop you have to do battle against an onslaught of Terminators, lower-robots, spiders and loads of ugly street punks all armed to the teeth with a wide variety of deadly automatic weapons. Robo-v-T takes you through this blast fest of seven challenging levels – it should be out in a few months.

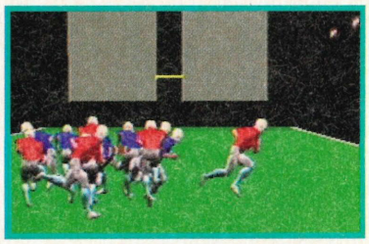


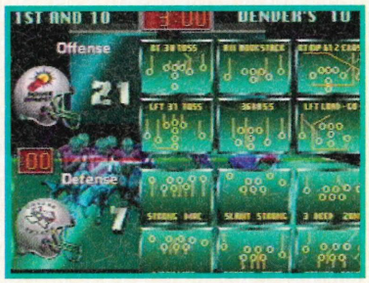
information...
- INTERPLAY
- GAME BOY
- TBA

USA USA USA USA USA USA USA USA USA USA

IMPORT scene

It's a whole lot bigger than anything we get over here, all the news from the land of long motor cars, tall skyscrapers and no end of new consoles.





Above: Get ready for some serious grid iron action in *Arena Football*, a new American Football game from Jaguar developers V-Real.

JVC EYE UP SEGA

The company behind some great videogames like *Super Star Wars* and the new *Rebel Assault* (reviewed this issue) have now moved into hardware. The JVC X'EYE is a cartridge and CD based console that will run any Sega Genesis and Sega-CD software. In Japan is was originally called the WonderMega and was marketed by Sega themselves but JVC have repackaged it for the US market. The smart looking console comes with a Sega-CD game, CD+G Karaoke disc and *Compton's Interactive Encyclopaedia*. Why a Karaoke disc you may ask? Well, this piece of kit has a special Karaoke mode that mixes the music from the disc with a microphone plugged into the front of the console. If you get fed up with playing the game you can have a good sing-a-long instead!

The JVC X'EYE is selling at $399.99 in the States and will be available from importers for all console junkies. An official UK launch isn't planned at the moment but it would be great to have the equivalent of a Mega Drive and Mega-CD in one unit instead of the current linked set-up that's all that has been available to UK owners up until now.

JAG TEAM LINES UP

The Jaguar software collection is getting bigger and better every month with some cracking titles already on the cards. Over in the USA they're working on 64bit videogames to suit all tastes.

Troy Aikman Football from Tradewest is an American football simulation with some impressive visuals. The players run around on a 3D pitch and all the stats screens are really well presented. Of course, the Americans are just wild about their football so there's also an AF game coming from another company...

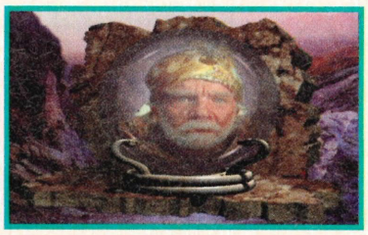
The second American football game is *Arena Football* from V-Real. The game is at a very early stage at the moment but most of the options screens have been designed and the players are running around, although they're a little jerky. The finished game is going to be well worth checking out.

US Gold are planning a version of their monster hit, *Flashback*, looking pretty much like it did on other formats. It has the usual great character animation plus those unique Delphine Software intro sequences that add to the other worldly atmosphere.

Finally there's a treat coming your way if you're a fan of adventure games. Activision are planning to produce *Return to Zork* for the Jaguar. This is a point and click adventure viewed from a first person perspective. The scenes have been designed from models and all the characters have been filmed and digitised to give ultimate realism. The difficulty level of the game is perfect with the early scenes needing nothing more than common sense but with some tough puzzles to solve later on. Atari seem to be getting more and more people interested in their new console.

Below: *Troy Aikman Football* is the other big Jaguar American Football game, this time being brought out by Tradewest.

Below: *Flashback* and *Return to Zork*, two more new titles scheduled for release on the Jaguar.



AS CLEAR AS CRYSTAL

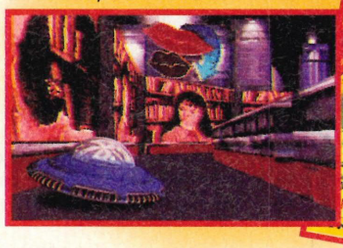
Last issue we took a look at some of the weird and wonderful games being produced in Japan for the Panasonic 3DO, well how about a peek at some of the 3DO sensations from Crystal Dynamics in the States? The company has just signed a distribution deal for the UK to coincide with the UK launch of the new console in September so look out for Games Watches and reviews of these great titles later on this year.

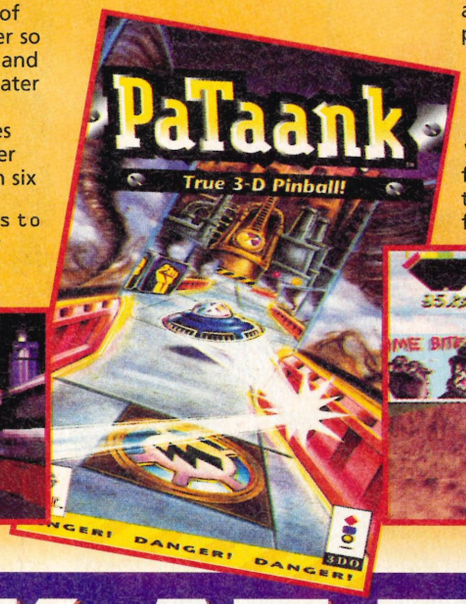
Off-World Interceptor takes players to places they've never even dreamed of before with six worlds full of intense racing action. 4X4 buggies bounce and scrape their way through this crazy challenge in a one or two-player game. Playing as two splits the screen down the middle lengthways. The texture mapped polygons and pounding CD soundtrack will keep gamers coming back for more.

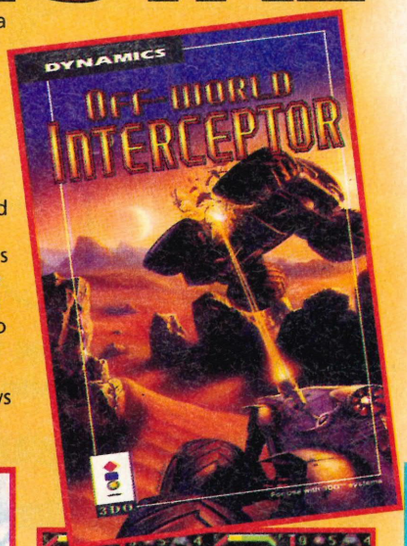
Ever wondered what it's like to be a pinball ball? Probably not but you'll soon be able to find out by playing *PaTaank*. This odd game combines all the features and fun of a top pinball table with the fast action and cool graphics of a videogame. You are actually the ball and you get flipped and pushed around the table as the game is played. Video walls, ramps, bumpers and a great soundtrack add to the effect and with up to four players able to compete at once it's one to get your mates around for.

With *Total Eclipse* and *The Horde* from Crystal Dynamics in the reviews this issue, the future is looking rosy for the 3DO.

■ Two hot new 3DO releases to look forward to – *Pataank* (below) and *Off-World Interceptor* (left).







PEEK AT THE PLAYSTATION

The hot new piece of kit from Sony Computer Entertainment, the PlayStation, is all set to burst onto the import scene with some sizzling titles lined up for its US launch. A couple of issues ago we brought you pictures of a mock-up model but since then we have received more up to date information.

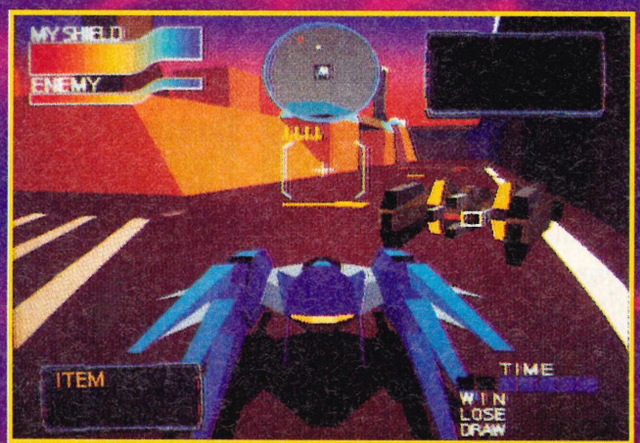
The machine is built around Sony's R3000A 32-Bit RISC CPU with various DSP chips and coprocessors supporting the computer giving an immense amount of graphics processing power. Using the CD-ROM the PlayStation will be capable of displaying pictures in real time with 16.77 million colours available. In the States it will ship for an initial price of around $480 (aprox £320) with freebie software given away with the machine.

The title that will either be bundled with the PlayStation or simultaneously released is *Ridge Racer* from Namco. Converted from the highly successful arcade machine it's a racing simulation similar to *Daytona Racing* using texture mapped polygons to give that feeling of real speed. The game is set in the 21st Century with lots of futuristic racetracks and challenging bends to swerve round.

Also on the cards from Namco is another arcade conversion, this time it's *Cyber Sled*. Again, the Namco polygon machine has churned out all kinds of weird graphics to make a really playable battle game. Extra missiles and shields can be picked up from the battlefield floor and with 12 zones to complete this should keep console junkies busy sledding for a while.

More on Sony PlayStation software in a future issue.

■ Below: *Ridge Racer* from Namco will be appearing on the Sony PlayStation, matching up against *Daytona Racing* on the Sega Saturn.



■ Right: Namco's *Cyber Sled* will take you to whole new arenas of combat

SPECIAL THANKS TO THE VIDEO GAME CENTRE, BOURNEMOUTH, FOR ALL THEIR IMPORT EXPERTISE AND HELP. PHONE THEM FOR THE LATEST RELEASES ON (0202) 527314.

035 035 035

import scene

Faster than the bullet train and more packed than a sumo wrestler's... fridge, we take a big bite of Japanese gaming.

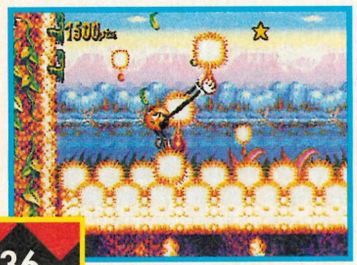
REACH FOR THE STARS

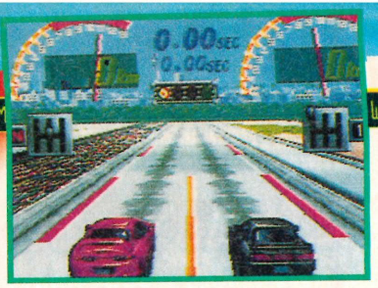
Not ones to sit around doing nothing when there are so many cool videogame ideas around, Sega of Japan have another star to launch onto the unsuspecting British public – a shooting star!

Looking remarkably similar to our friend Sonic the Hedgehog, the dude in the latest Sega platformer is called Ristar. It's a platform action game along the same lines as the *Sonic* series with lavish backdrops, sprites packed with colour and some interesting meanies to put down.

With 16 Mbits of cartridge to play around with expect some tricky level layouts and daunting guardians to sort out at the end of each zone. Ristar can stretch his arms out to grab hold of things, jump high into the air and pick up all kinds of bonuses to help him through each level.

The game is now 80% finished so it should be available on import soon. A UK launch hasn't been announced as yet but you can bet that **Games World: The Magazine** will get to hear about it first!





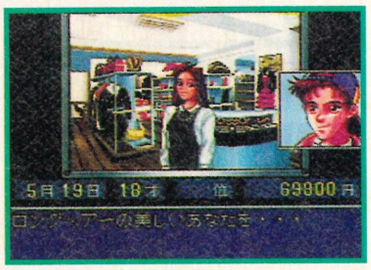
CRAZY RACING

All Super Nintendo owners can look forward to some hot racing games for Christmas time with improved graphics and the ability to compete with up to four players at a time.

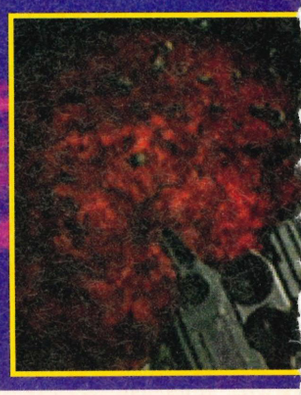
Zero4 R Champ has 18 cars to select with various engine sizes and racing abilities. On a 16 Mbit cartridge you can bet there're lots of cool graphics to wow at with Mode 7 roads whizzing by and acres of statistics and options screens.

The game is being developed by a company called Media Rings Corporation over in Japan and to add an extra twist to the gameplay they have also included a walkabout section where characters get to fight against their foes, do some damage, then jump back into their cars and whiz off into the distance.

We can't wait to get our hands on *Zero4 Champ*, it looks really hot!

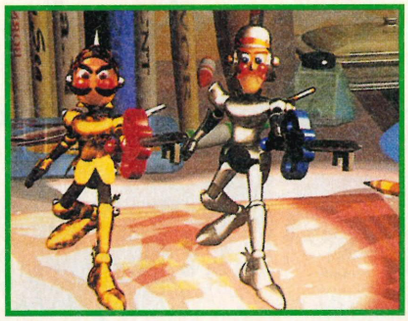


BURN BA



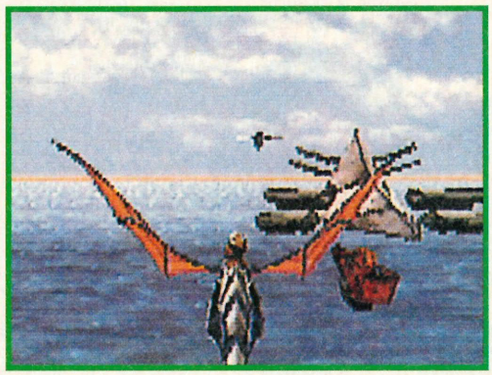
RUNNING RINGS

We get more news about the great games being developed for the Sega Saturn every day and, to tell you the truth, they're looking amazing! This month we've seen screen shots of *Clockwork Knight* and *Panzer Dragon*.



The first game is an action adventure with the sub title 'Pepperouchau's Adventure'. The player takes control of a knight complete with glinting armour and a horse to ride. Everything looks really impressive with some of the best cartoon graphics ever seen on a console and some totally crazy goings on.

Panzer Dragon is a totally different kettle of sushi. It's a three dimensional shoot'em-up using the Saturn's great graphic abilities. The dragon flies about in beautiful blue skies, blasting at anything that moves. Whether the gameplay lives up to the quality of these graphics remains to be seen.



REST YOUR WEARY HEAD!

Not content with producing a fantastic, top of the range console (that's the 3DO to you and me) the boffins at Panasonic in Japan have just come up with an invention to bring your games to life.

It's called the *Cushion Speaker* and plugs into a normal Panasonic amp that in turn is plugged into the 3DO. The way it works is that the player rests his or her head on the cushion and built-in speakers give a surround-sound effect making the sound effects and music come to life.

With the 3DO's sounds coming straight from the CD in perfect digitised quality you can bet that this invention gives a whole new dimension to any game. It works especially well on some of the new titles we've seen this issue where a bit of atmosphere is all important.

With the 3DO console slowly gaining credibility and truckloads of new games being released for the new format you can bet that this ingenious add-on will really shift.

ON THE CD BANDWAGON

It had to happen, didn't it? With all the console manufacturers coming out with CD machines left right and centre we knew it wouldn't be long before SNK had one of their own.

This smart machine will come as a breath of fresh air for all those Neo-Geo lovers who have had to fork out up to £200 for a new cartridge packed with hundreds of megabytes of information. With the CD storage capacity larger games will be squeezed much more easily (and cheaply) onto the NG.

We haven't spied out any of the titles planned for the new CD format yet but we're betting that they'll blow your diodes!

BY BURN!

The amazing 3DO console is officially launched in the UK in September with a massive list of top games for all console junkies to get stuck into. The Japanese have been working on new titles for quite a while now, as we saw last issue, but the latest game to knock on the **Games World: The Magazine** door is *Burning Soldier* arriving hot from Panasonic themselves.

It's a futuristic space battle with some excellent visuals spinning and blasting through the darker regions of the galaxy. All kinds of targets must be conquered in the game including a Martian Mineral Base and there's some impressive weaponry to pick up and use to seriously damage the opposition.

Burning Soldier will be available on import very soon and should see an official UK release in the future – but will you be able to wait for it? Let's hope so.

MAXIMUM firepower

maximum firepower

Hello Sir! Welcome to yet another totally gripping instalment of everyone's favourite tips section, Maximum Firepower. This month there are plenty of fab cheats for you so you can play your way through the latest games. If you have any cheats, tips, or hints for new games then send them in to: Maximum Firepower, Games World: The Magazine, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF.

SONIC 3

Extra Lives

Thanks to **Nathan Moore** of **Stroud**, you can earn yourself a devastating amount of lives if you follow his little tip. Get to the Launch Base Zone and position yourself between the two klaxxon alarms. Start your Sonic spin but don't spin off just yet. Because the alarm will have been set off, loads of robot birds should start attacking you. Kill as many as you can and you should soon receive an extra life. Keep doing this and before long you will receive extra lives every ten seconds or so.

MEGA DRIVE

NBA JAM

Sound Test

This is a fun cheat rather than a game-breaking sort of code. Select Yes to enter your initials, then put in the first two initials of the following codes and just place the cursor over the third initial without actually selecting it. After you've done this, hold down Start and the corresponding button so that you can hear your chosen speech sample.

Speech Sample	Initials	Button
HELLO	GAP	C
IT'S A BLOW OUT	SNK	C
OH MY	CHR	C
IS IT A TWO	JAZ	B
BOOMSHAKALAKA	ZOB	B

MEGA DRIVE

ALADDIN

Secret Option

On the title screen you can get into a secret option screen by pressing A, B, B, B, B, C, C, C, C. You can also skip levels by pausing the game and pressing: A, B, B, A, A, B, B, A.

Extra Life

There are also some extra lives to be had if you look carefully enough. On the desert level, stand next to the washing line and wait around until Aladdin starts to move his head. If you've positioned him correctly you will now see him wearing a pair of Mickey Mouse ears. Not only does this look funny but you'll also have an extra life grafted onto your lives count.

MEGA DRIVE

SKITCHIN

MEGA DRIVE

Warp to Other Levels

There are loads of warps that are scattered around most of the tracks and, when used, they will take you to other tracks around the USA. Here's where they all are and where they take you to:

Denver

About 3.6 miles into the race, jump into the billboard that is advertising a Burger and Drink over on the right-hand side of the road. You will then be taken to San Diego.

San Diego

Qualify in San Diego and you will race in Seattle.

Seattle

In Seattle there is a billboard that has a woman's face on it – this is about 3.5 miles from the start. Jump into her face and you will be taken to Los Angeles.

Los Angeles

In Los Angeles at 1.8 miles, there will be a Buy Things billboard on the right-hand side of the road. Jump into this and be taken to Toronto.

ROLO TO THE RESCUE

MEGA DRIVE

Cheat Mode

On the title screen press and hold down: Diagonally Up-Left, A, and C, and press Start. After a few moments press B and a screen should appear that will let you have infinite lives, invulnerability and a chance to look at all of the map.

CRAZY CARS

Android Tip MEGA DRIVE

If you want to get through this game in double quick time then use Andrew the Android. He's quick and has the best weapons. He can be a bit awkward to control on the later levels but if you can handle that then you should complete the game with absolutely no problems.

PRO ACTION REPLAY CODES

CASTLEVANIA BLOODLINES

0001F04500
Allows you to play the US version on UK machines.
0001F04A00
Allows you to play the US version on Japanese machines.
FFFB2F0006
Infinite lives.
FFFB0E0063
Unlimited special weapons.

MEGA DRIVE

EA HOCKEY

FFD9150050
Player 1 starts with 80 goals.
FFD99D0050
Player 2 starts with 80 goals.

PGA TOUR GOLF

FFD0F70000
Always get a hole in one.

SUNSET RIDERS

FFCA42001B
Maximum power-ups for player 1.
FFCAC2001B
Maximum power-ups for player 2.

TOEJAM AND EARL IN PANIC ON FUNKATRON

FFA9290001
Infinite funk.
FFA9210001
Infinite funk vacs.
FFA91B0001
Infinite super jars.
FFA91F0001
Infinite panics.
FFA9270003
Infinite continues.

Toronto
Qualify in this race and you will race in Detroit.

Detroit
Again this is only a qualifying race. If you are successful you will be allowed to race in Chicago.

Chicago
In Chicago, at 6.8 miles, jump into the billboard that carries the sign, Don't Drink and Skitch, that is situated on the left-hand side. You'll then be racing in Miami.

Miami
Qualify here to go to the last race in New York.

New York
Finish in the top five to become the World Champion Solo Skitcher – and finish the game!

STREET FIGHTER II: SCE

MEGA DRIVE

Extra Speed

When the logo for the game has appeared press: Down, Z, Up, X, A, Y, B, and C. You will hear Ken shout the name of one of his moves. Now press Start and make sure that Championship mode is selected, now if you press Right on your joypad you will be able to select a maximum of five stars of speed.

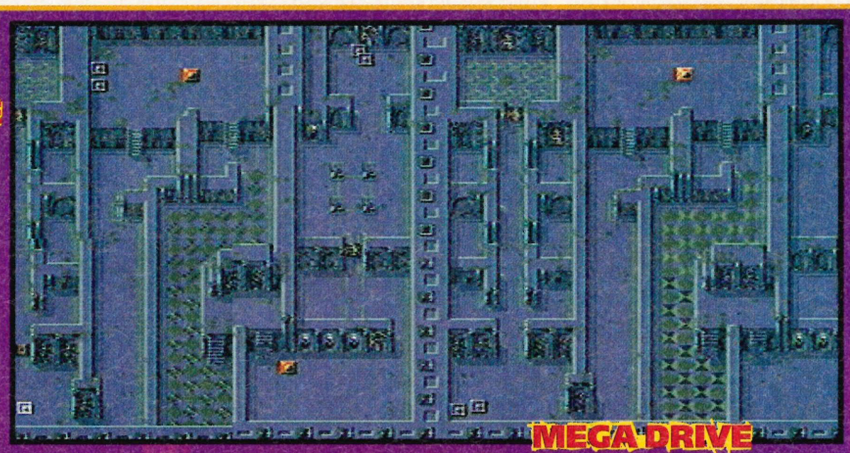
MEGA DRIVE

X-MEN

MEGA DRIVE

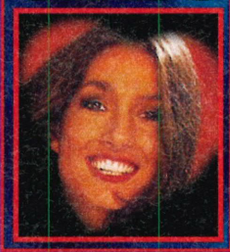
Select Difficulty/Character

While on the screen that says 'Press Start Button', press and hold: A, C and Down, on the first control pad and press Start. Now take out the first pad and plug it into the second port when the picture of Magneto appears, and press Start to choose your difficulty level and the X-Man you wish to play with. You will have to use the pad that's in port two in order to continue playing, but you will now have infinite health and special powers.



MEGA DRIVE

GM MASTER CLASS



THE CHAOS ENGINE

Enhancement Codes

Enter these codes to start with the characters and attributes shown on the levels below:

ONE PLAYER GAMES:

WORLD 3

Navvie	17 Lives, Skill 10, Cash 54952
Preacher	9 Lives, Skill 10, Cash 34572
Password	2T2ZMM2BBN35

WORLD 2

Thug	18 Lives, Skill 10, Cash 13726
Navvie	12 Lives, Skill 10, Cash 1220
Password	YKLSLTL4S1#M

WORLD 4

Brigand	31 Lives, Skill 10, Cash 48120
Gentleman	17 Lives, Skill 10, Cash 48486
Password	#YRS0F4W3VDN

WORLD 3

Preacher	21 Lives, Skill 10, Cash 14360
Navvie	29 Lives, Skill 10, Cash 1466
Password	T2YGH9QQ#236

WORLD 2

Preacher	20 Lives, Skill 10, Cash 32032
Navvie	4 Lives, Skill 10, Cash 65516
Password	P#9QQ7Q7PVBM

WORLD 4

Gentleman	11 Lives, Skill 10, Cash 31908
Preacher	15 Lives, Skill 10, Cash 7316
Password	P2MG2L73RQMS

WORLD 2

Gentleman	16 Lives, Skill 10, Cash 14178
Mercenary	9 Lives, Skill 10, Cash 24558
Password	Y25RMW536YZL

TWO PLAYER GAMES:

WORLD 4

Gentleman	8 Lives, Skill 10, Cash 63010
Preacher	11 Lives, Skill 10, Cash 55790
Password	P1MCYV#07HGV

WORLD 4

Mercenary	28 Lives, Skill 10, Cash 20308
Preacher	31 Lives, Skill 10, Cash 7740
Password	#XRCKT#MZX6B

WORLD 2

Preacher	26 Lives, Skill 10, Cash 28206
Mercenary	15 Lives, Skill 10, Cash 24422
Password	#NYY270TP51X

WORLD 3

Gentleman	27 Lives, Skill 10, Cash 41932
Brigand	1 Life, Skill 10, Cash 41022
Password	PD1D8LQ469LT

WORLD 3

Thug	31 Lives, Skill 10, Cash 1292
Navvie	8 Lives, Skill 10, Cash 38272
Password	K952SYW7G5Z1

WORLD 4

Brigand	21 Lives, Skill 10, Cash 30780
Navvie	2 Lives, Skill 10, Cash 19024
Password	#DZ2ZD79YJ74

WORLD 2

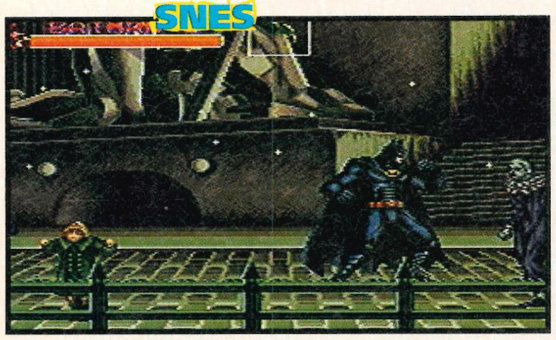
Mercenary	22 Lives, Skill 10, Cash 19956
Brigand	31 Lives, Skill 10, Cash 5804
Password	2X#2KFYPS21Z

039 039 039 039 039 039 039 039 039 ...

BATMAN RETURNS

9 Lives

On the options screen press: Up, X, Left, Y, Down, B, Right, A, Up on the first control pad and X on the second pad. You'll now start with 9 lives.



REN AND STIMPY SNES

Level Select

For a handy level select that will let you play on any level you like, follow this handy advice. On the Veediots screen press: Left, Right, A, Left, Right, Left, B, Right, and then X. You will now have a lovely option for skipping to different levels.

SUPER SWIV

Level Skip

If you could do with a level skip for *Super SWIV*, then follow these simple instructions that were sent in by **Michael Porter** of **Gosport.**

While on any level of the game press Start to pause the game and then enter this code on your joypad; Left, Right, Left, Left, Right, Right. You will now have skipped to the next level.

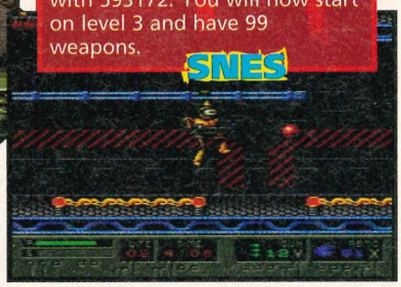
SNES

BOB

Powered-Up Start

Enter this as your code to start with 593172. You will now start on level 3 and have 99 weapons.

SNES



SKYBLAZER

GM MASTER CLASS

SNES

Level Codes

Throughout the game there are various places where you can collect extra lives again and again. There is just such a loop in the Lair of Kharyon. While in the lair you will come across a passage in the centre of the water. If you go through this you will see two exits, take the right hand exit and you will find a 1-Up. Now go through the door that you just came through and repeat the process over and over until you've built up a formidable array of lives.

SOCCER KID

Level Codes

Level 2: DCBLRFGNPF
Level 3: TNLPQCGKPJ
Level 4: MMLPTTGKFJ
Level 5: HFLPJQHPPF

SNES

SUPER GHOULS 'N GHOSTS

Stage Select

Make sure that you have controller two plugged in for this cheat to work. Go to the option screen and move the cursor so that 'Exit' is highlighted. Now instead of exiting, hold down Left and the Start button on the second control pad and press Start on the first control pad. You will now have access to a special screen that will allow you to select any stage.

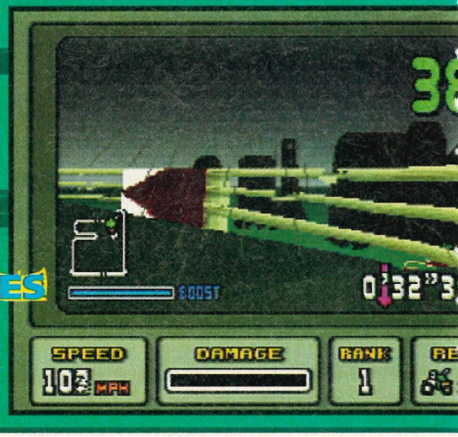
SNES

STUNT RA

Hints and Tips

To get maximum enjoyment out of this game follow this spiffing advice. Once you've completed the expert class, you can access the master class. Once you've completed that you can race in the

SNES



Level 1

Level 2

Level 3

ROCK 'N' ROLL RACING

Various Cheats

Here are all the cheats to be found in the game. Thanks go out to **Steve Harris** from **Sussex** for these.

Secret race

Enter this code to discover a secret race: KHHRSJ

Inferno Level

Play on the Inferno level constantly by using this cheat. Choose the versus mode and go to the planet select option. Press and hold Left, Right and Select and scroll through the planets until you come to Inferno.

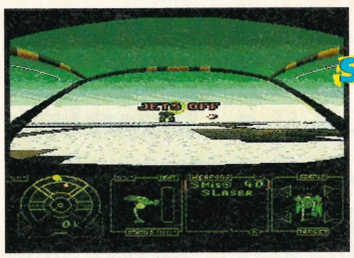
Race Olaf

You can also play as Olaf the Viking who makes a guest appearance as the best driver when you enter this cheat. On the Character select screen press and hold Left, Right and Select and then just scroll through the racers until you get to Olaf who has +1 for all his attributes.

Passwords

Here are some Passwords:

Drakonis: !B!R T5C3 X5PT
Bogmire: 7JM8 QQCB 9SPS
New Mojave: 1FQ8 R5CL 9KK2
Nho: V2L8 14BV 92K!
Inferno: XWC7 HZB5 5TJ!



AERO THE ACROBAT

SNES

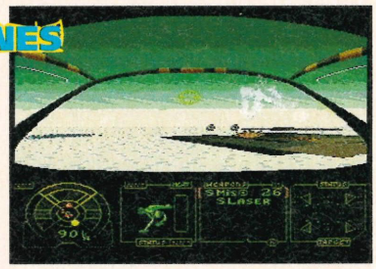
Level Skip

On the title screen press: Down, A, Down, Y, Down, A, Down, Y. You will hear a jingle that confirms that you can enter the cheat mode. When the game starts and Aero is dropping down to the ground, press Start to pause the game before he hits the floor and press: Up, X, Down, B, Left, Y, Right, A, Left, Right, Select. You will now be taken to the next level.

MECH WARRIOR

Invincibility

If you've ever needed to become invincible, then try out this neat little trick. When you've landed on the planet, press Start to pause the game and type in the following combination of keys: A, Left, Left, Y, A, Left, Left, Y, A, Left, Left, Y. When you've done that, the word 'Invincible' will be emblazoned across the screen, just press Start again to return to the fighting.



SNES

LAWNMOWER MAN

SNES

Cheat Mode

First of all you have to enter a code that will allow you to put the codes in. Go into the first level and pause the game by pressing Start. Now press B, R, A, Select, Select, Y, A, B, Y, A, B, and then unpause the game by pressing Start.

Now whenever you want infinite lives pause the game and press R, A, Select, Y, and unpause the game. You'll now have infinite lives.

If you ever have a problem getting through any of the virtual worlds, just pause the game and press A, and then unpause. You will be taken straight to the exit.

GOOF TROOP

SNES

Level Codes

Level 2: Bananas, Red Diamond, Cherry, Bananas, Cherry
Level 3: Cherry, Red Diamond, Blue Diamond, Cherry, Bananas
Level 4: Red Diamond, Cherry, Blue Diamond, Blue Diamond, Red Diamond
Level 5: Bananas, Cherry, Blue Diamond, Red Diamond, Bananas

PRO ACTION REPLAY CODES

AERO THE ACROBAT
7E0CCA6D – Infinite energy.

BUGS BUNNY
7E02DA05 – Infinite lives.
7E02D610 – Infinite energy.

LETHAL ENFORCERS
7E00B205 – Infinite lives for Player 1.

POP N TWINBEE
7E024AF9 – Gives you different music to listen to.

STRIKER

SNES

7E0F3204 +
7E0F3304 – This makes the game run a lot faster.

CE FX

Stunt Trax. If you complete all of those courses perfectly, you can then have a race on radio controlled circuits 1-4.

There is also a knack to good stunt driving and we've got some handy racing tips for ,you:

The turbo option doesn't improve your top speed, just your acceleration, so only use that at the start of the race and after you brake. The Left and Right buttons should only be used when all else has failed. They slow you down – especially on ice and water – and this can make for poor lap times.

These are the best vehicles to use on the different courses:

Novice – 4 Wheel Drive

Expert – Coupe

Master – F-Type

Then use the 2 Wheel Drive (Motorbike) for all of the tracks and notch up some pretty impressive times.

THE LOST VIKINGS

SNES

Passwords

Enter these on the password screen:

Level 2: GR8T
Level 3: TLPT
Level 4: GRND
Level 5: LLM0
Level 6: FLOT
Level 7: TRSS
Level 8: PRHS
Level 9: CVRN
Level 10: BBLS
Level 11: VLCN
Level 12: QCKS
Level 13: PHRO
Level 14: C1R0
Level 15: SPKS
Level 16: JMNN
Level 17: TTRS
Level 18: JLLY
Level 19: PLNG
Level 20: BTRY
Level 21: JNKR
Level 22: CBLT
Level 23: H0PP
Level 24: SMRT
Level 25: V8TR
Level 26: NFL8
Level 27: WKYY
Level 28: CMBO
Level 29: 8BLL
Level 30: TRDR
Level 31: FNTM
Level 32: WRLR
Level 33: TRPD
Level 34: TFFF
Level 35: FRGT
Level 36: 4RN4
Level 37: MSTR

Sub-Level 4

Level 5

Level 6

Level 7

PLAYING TIPS

AMIGA

MEGA-LO MANIA

Level Codes

Level	Code	No of Men
Level 2:	ELEALUFOPNP	200
Level 3:	SPXAKVXTFCA	300
Level 4:	SOMBSRKEZOC	385
Level 5:	CTWCMMDQNJM	468
Level 6:	CQQDMKJKIQI	568
Level 7:	GNLDYGJFDXK	668
Level 8:	DYJBQZHRQLA	754
Level 9:	YPWBCUDNVFM	787
Level 10:	DFLAOBPPBGX	50

JIMMY WHITE'S WHIRLWIND SNOOKER

AMIGA

147 Break

Go into trick shot mode and at any time during the game press F7, F4, and F1. Now go back to the control menu and call up the Demo Mode Menu. In this menu there should be an option called "DO A RANDOM 147 BREAK" If you take this option then the computer will do a 147 break again and again.

JAMES POND 3 (A1200)

Cheat Menu

To access a cheat menu that will allow you to cheat your way through the game follow this advice. At any point during play type NIGHTMARE (all one word) then press F10, which will bring up the aforementioned cheat menu.

AMIGA

MONSTER MAX

Level Codes

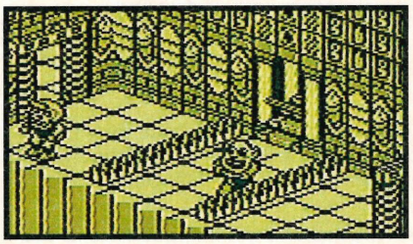
Use these level codes to start on some of the later levels:

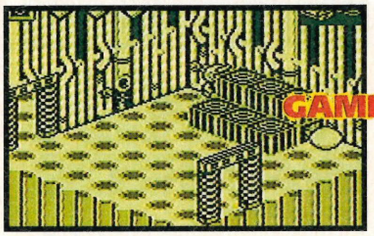
Level 2: B3LPW?LM

Level 3: J7DBJN!1

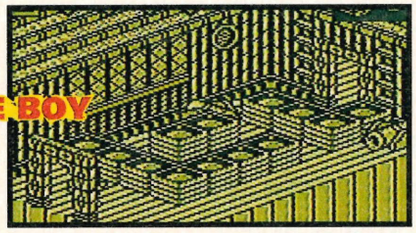
Level 4: -WZNTYRH

Level 5: TKNRX?Y5





GAME BOY



TALESPIN

GAME GEAR

Extra Lives

Pause the game and hold down both of the buttons then press the D-pad in a circular movement (going clockwise) until you hear a bell ring. When you hear that, unpause the game and nine lives will be yours. Also if you do the cheat again, you will be transported to the end of level boss. Thanks go to **Stephen Jacobs** of **Manchester** for those compelling cheats.

DONKEY KONG '94

Level Hints GAME BOY

1-4

Whenever Donkey Kong jumps up in the air, you must jump as well otherwise you'll be stunned as he lands and shakes the screen.

1-8

You'll have to throw three barrels at Donkey Kong in order to defeat him.

2-4

Jump from vine to vine, knocking the coconuts onto the mantraps and get up to the top left-hand corner.

2-6 + 2-7

What you have to do on these levels is use the switches to get the ladybirds over to the right hand side, so that you can jump on them and then make your way to the exit.

2-8

Jump on top of the moving platform and then quickly onto the vines, dodging the springs that DK throws at you and hurry to the top left corner.

2-12

You have to pick up a barrel and leap from spring to spring. When you're in range of DK, throw the barrel at him. You have to do this three times before DK will run away to the next level.

General Tips

On the Wheel of Fortune, hit the button when the cursor is highlighted one place before the actual item you want. When the cursor stops spinning, you should end up with the item you wanted.

When you defeat Donkey Kong and you are shown a scene of Mario chasing DK, this is a clue as to what you must do on the following levels – there's an obscure skill that Mario has hidden under his cap.

PREMIER MANAGER 2

Cheat Codes

To enter these codes you must go to the telephone and dial the following useful phone numbers:

781560 **220769**

000123 **250967**

These telephone codes will alter players' attributes and also give you access to a fruit machine that will give you special power-ups but only when you hit the jackpot. All this will help your popularity rating with the directors and the fans soar off the scale.

AMIGA

CYBERPUNKS

Level Codes

Level 1: 471174

Level 2: 159361

Level 3: 066990

Level 4: 135642

AMIGA

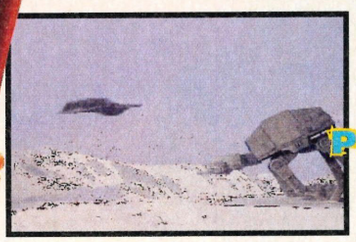
GAME GEAR

CHUCK ROCK

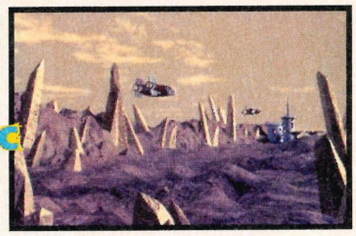
Level Codes

Here are some really great level codes sent into us from **Keith Lockston** from **Cardiff:**

Level 2: 7G09M
Level 3: NN6E3
Level 4: 84AKC



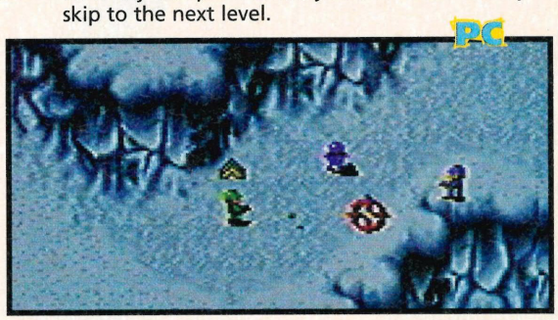
PC



CANNON FODDER

Level Skip

At any point during the game if you hold down a Shift key and press Enter, you will automatically skip to the next level.



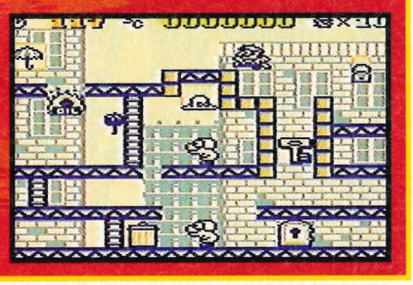
PC

REBEL ASSAULT

Level Codes

Thanks to **Sean McMillan** of **Stockport** for these codes.

Chapter	Normal	Hard
4	BIGGS	ACKBAR
7	KALIBURR	FORNAX
11	MYNOCK	BESPIN
15	DAGOBAH	KESSEL
End Game	MIMBAN	ORGANA



NBA JAM TOURNAMENT EDITION

ARCADES

Identity Codes

Thanks go to **Robbie Murray** from **Norfolk** for giving us these lovely codes for the new and improved *NBA Jam*. Yet more secret characters await you:

To get an expanded list of players, tap Pass 3 times, pull down on the joystick and rotate it 360 degrees, then press Pass one more time.

To give both of your players maximum power, pull down on the joystick and and press Turbo, Shot, Pass, and Start all at once on the Match-up screen.

If you'd like to swap your team at half-time, then when you are at the substitution page (at half-time), hold Right on the joystick then press the Pass button for just two seconds.

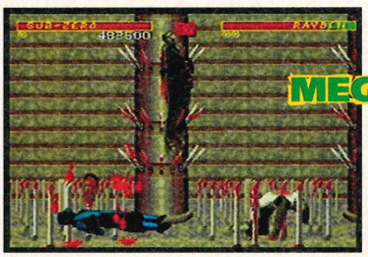
Al Lasko	AML	August 13
Larry Demar	VLK	November 9
John Tsui	JYT	November 28
Jake Simpson	JMS	February 22
Kary Mednick	CMM	July 2
Shawn Kemp	KMP	November 26
Eric Kinkead	DIE	January 1
Mark Penacho	MDP	January 13
Alonzo Mourning	ZO-	February 8
David Robinson	ROB	August 6

MORTAL KOMBAT CD

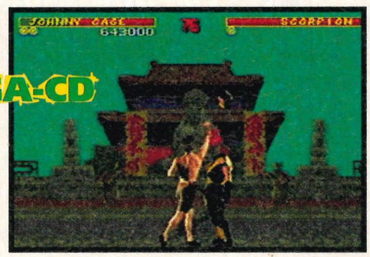
Cheat Mode

On the main menu screen, press Down, Up, Left, Left, A, Right, Down to enter the 'DULLARD' cheat. This will bring up a cheat screen with a load of numbers on it. Set the plan base number to 4, then enable flags 0, 2, 5 and 6.

Make sure that the first place you fight is in the Warrior Shrine and fight through to the endurance round in the Pit. Get a double flawless and you'll be granted a bout against Reptile. Kill him to get a fight against the reptilian version of Sonya.



MEGA-CD



STAR WARS

Hints

Thanks go to **Paul Hindley** from **Lancashire** for these handy hints on the arcade version of Star Wars. While playing, make sure you are aware of your gunner as he is the primary defender of your X-Wing. But make sure that you help out as well, otherwise you'll be overcome by Tie Fighters.

If you're in control of the X-Wing on the third level (the Executor), then try to fly as close to the surface as possible. You'll be able to take out all of the defences and also lure the Tie-Fighters into a trap.

ARCADES

WONDERDOG

MEGA-CD

Level Codes

Level 1: MYSTIC
Level 2: ANKLES
Level 3: LEDZEP
Level 4: REEVES
Level 5: PIXIES
Level 6: WOOPIE

Helpline Numbers:

Acclaim	(071) 3445000
Action Replay Helpline	(0782) 745992
Nintendo Hotline 12-8pm	(0703) 652222
Sega 10-6pm	(071) 3733000
Psygnosis 10-6pm	(051) 7095755

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JURASSIC PA

THE CH CONTIN

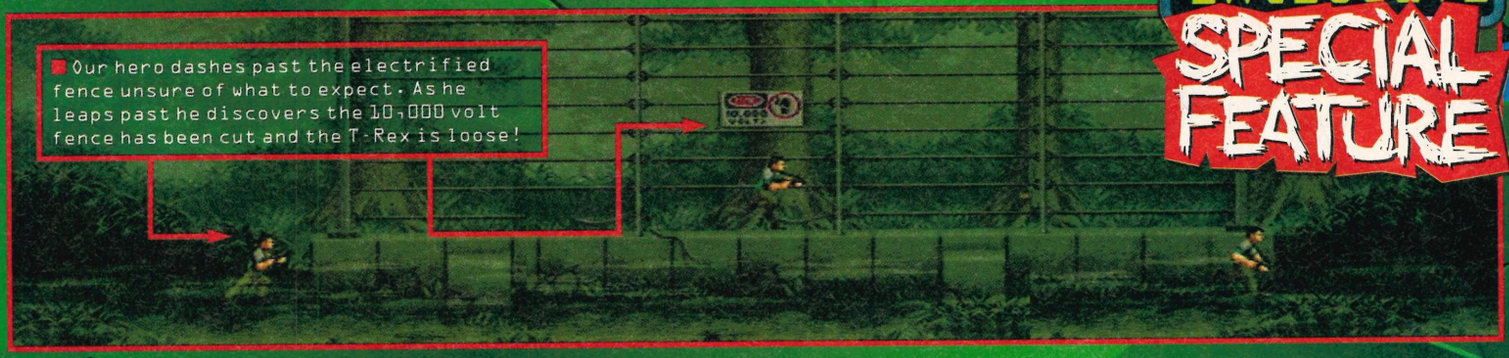
TM & © 1992 UNIVER

Everyone loves dinosaurs and that made Jurassic Park one of the hottest properties of 1993. You couldn't go anywhere without having the latest Jurassic merchandise shoved in your face; like fluffy T-Rex dolls and day-glo Raptor baby dummies. We're about to restart the hype once more with our exclusive special preview of the videogame sequel, Jurassic Park II, a game of brontosaurine proportions.

VITAL STATISTICS

NAME : JURASSIC PARK II
SYSTEM : SNES
PUBLISHER : SONY/OCEAN
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : NOVEMBER

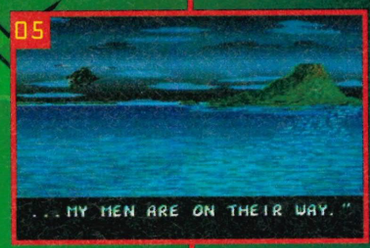
EXCLUSIVE SPECIAL FEATURE

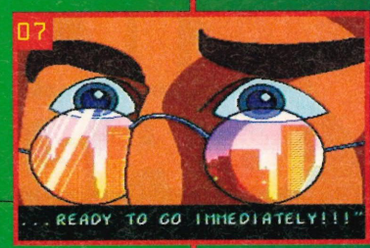


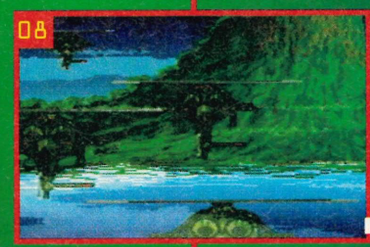
THE IN-GAME MOVIE

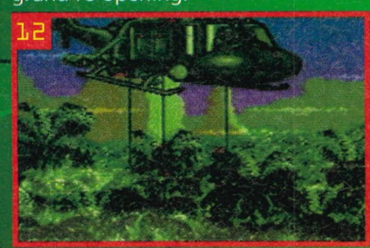
The game begins with an animated intro setting the scene for the game. It starts in a dimly lit office with two men standing around. One of them is looking out over a New York City skyline, this is Steinharten – the head of Biosyn – discussing his plans to sabotage Jurassic Park with the other man, Lewis Dodgson.

You'll hear their conversation through the TV speakers, the scene then cuts to a group of helicopters flying at low level towards the island of Isla Nebula. Returning to the office, their conversation continues, giving you information on how they plan to take control of the park. We return to the helicopters flying over the jungle for a bit more atmosphere and then back to the office. We see the helicopters reach the island and ropes descend from them with silhouetted figures absailing down into the dense jungle. Heads of Brachiosaurs surface in the distance eating foliage from the treetops, the screen fades, the options monitor screen pops up and the game starts.









ONE YEAR OF CHAOS

A year after Jurassic Park closed down the boss of InGen and the park's owner, John Hammond, has managed to persuade investors to back him. He plans to re-open the park but, because it has been left unmanned since it closed down, the dinosaurs have been sneakily breeding and now the whole place is overrun with them. The computer systems are off-line, the electric fences are down, in short, the once well-organised facility has descended into total chaos. It doesn't take long for Hammond to decide to send in a group of InGen employees to sort it out and bring all the systems back on-line for a grand re-opening.

However, Biosyn – InGen's arch rival steered by Lewis Dodgson – have other plans, namely setting up their very own dinosaur theme park. Being none-too-subtle in matters of industrial espionage they have sent in an armed task force to the island of Isla Nebula intent on wrecking InGen's plans for restarting the park and gathering as much information about Dinosaur cloning as they can.

The action of the game starts when Biosyn land on Isla Nebula and set up a base in somewhere on the island. They have already captured or killed most of InGen's technical staff. Only two remain, Dan Connor and Mike Shatner, two tough nuts who are given the task of protecting the dinosaurs and stopping further interference by Biosyn. As you might have guessed this is who you get to play in the game, remember, Biosyn must be stopped at all costs.

THE BARE DINO BONES

Jurassic Park II adopts a side-on perspective as opposed to the top-down viewpoint used in the original but don't be fooled into thinking this is just one of your common-or-garden variety platform romps as it features in-out, vertical-horizontal scrolling to add to the exploratory and non-linear feel to the game. This should ensure that players feel more involved in the game than they would in a standard 'do this then do that' type platformer.

Rather than having a linear set of levels which must be completed in a set order to finish the game, there are a series of missions which can be accessed in almost any order. This, the games developers at Ocean believe, will add more playability to the tasks involved, giving the player greater control over the game.

There are 14 missions in all with several different styles. Some are pure blast'em-up platformers while others require more than a soupçon of lateral thinking. Out of these missions, a set of six can be accessed in any order, interspersed with five missions which you enter at random.

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JURASSIC PARK
THE CHAOS CONTINUES

After leaping over the exploding land mine, our hero is then knocked flying by a noxious green gas grenade. He could have tried shooting it away but his trigger finger was a bit tired.

These five are emergency timed missions and must be completed when they appear if you are to continue. After all these come the three final missions which you won't be able to play until all the others have been successfully completed – these must be done in the correct order.

There is also a simultaneous two-player option allowing two mates to 'bond' together while shooting all the nasties. A nice touch that will be included in the finished game is an energy equalling option. This unique option allows players to take energy from the player with the most remaining health and give it to the player with the least, equalling out their energy bar in the process! This allows for much greater teamwork, so if one of you is losing life energy too quickly things can be evened out ensuring that one player doesn't die too prematurely, causing anxiety and frustration and leaving the other player to carry on alone – of course, this option can be turned off to add that competitive edge.

The human and dinosaur adversaries have been given a certain amount of artificial intelligence as they react to your presence. So, if you shoot a dinosaur they will tend to attack more ferociously. Another realistic touch is that a rampaging dinosaur will attack anyone, even a Biosyn guard if he gets in the way added to this, Biosyn guards attacking with missiles will not only harm the player but will also injure all the dinosaurs and guards in close vicinity.

GROW YOUR OWN RAPTORS

Although the aim of the game is to get the park back on-line, preservation of the dinosaurs is also a top priority. You are allowed to kill off the most deadly dinosaurs, like Raptors, but the others should only be stunned. To enable you to do this you are provided with two sets of weapons. One set fatally wounds both dinosaurs and humans and the other simply subdues the

As you leap over the log with gay abandon you startle the balding scientist casually taking DNA from a Gallimimus.

If you don't shoot the director he kindly calls out for all sorts of beefy back-up.

BIOSYN BADDIES

As if dealing with those foul-breathed dinosaurs wasn't bad enough, you also have to deal with these stinking humans:

SCIENTISTS

These are often in some levels dabbling about in the background. They are in fact stealing DNA off plants and when you come into view they will fire at you with a handgun before dashing off the screen.

ENGINEERS

Very similar to Scientists in that they deal with background items on the screen, they are armed with a killer spanner that they'll throw at you before running away. However, they can cause certain effects in the background if you don't stop them such as turning on steam vents and spilling oil over players.

GAS GRENADE GUARD

These guards wear gas masks and throw gas grenades in arcs across the screen. You can shoot the grenades if you're good enough but if you miss the grenade explodes in a cloud of gas inflicting damage on everyone in the area.

BIOSYN DIRECTORS

As with most company's directors, Biosyn's wear suits. They only carry a handgun and are ill-prepared to take you on in a gun-fight. Unfortunately, they can call for help. If you don't stop the directors then masses of sentries pour onto the screen.

EXCLUSIVE SPECIAL FEATURE

The cages Biosyn have brought to Isla Nebula to steal Gallimimus are empty at the moment but they still have their uses – especially to stand on and blast those guards from close range.

Right: The Gallimimus were happy eating when a big chopper scares them.

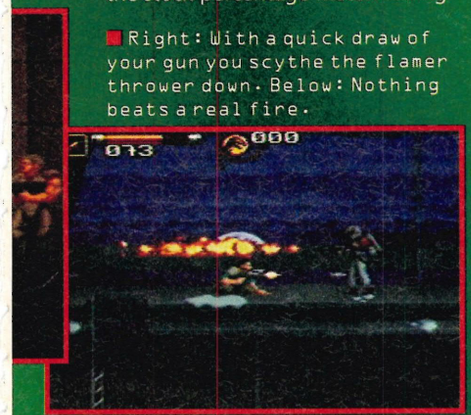
Never trust the raptors not to sneak up on you when you are a few steps away from getting out through the exit.

dinosaurs, putting them to sleep. The number of dinosaurs alive on the island is continually updated on the stock percentage meter. Killing off dinosaurs depletes the stock levels and once the percentage falls below a certain amount the game comes to an end. As you progress, you may have to breed more of some dinosaurs to put the stock levels back on an upward path.

Left: The Task Force leader is particularly hard to kill off, especially when your movement is limited hanging on a vine while he is both trying to pepper you with lead and frazzle you at the same time.

Instead of the usual game options menu Ocean have opted for a screen set-up that looks like the computer console in the Jurassic Park film. This allows you to select which mission you wish to go on at any one time. When you start and complete a set

Right: With a quick draw of your gun you scythe the flamer thrower down. Below: Nothing beats a real fire.



TASK FORCE LEADER

This is the last human adversary that you will come across in the game and he's also the quickest and toughest of all the human opponents. He carries both a semi-automatic shotgun and a flame thrower and wears lots of armour making him remarkably hard to kill.

SPY

The only female sprite in the game (although it may not look like it at this stage). Unarmed but nimble and very fast, she can out manoeuvre any obstacles and structures in her path.

COMMANDOS

These are the most agile of all the Biosyn task force with unmatched skills in combat. They normally carry a hand gun but they also throw napalm grenades which have a devastating effect. They can also perform similar actions to the player such as crouching, climbing and jumping and they take lots of hits to overcome.

GUARDS

There are many of these about but they are basically cannon fodder, just blast away at them to keep your marksman's eye in.

FLAME-THROWER GUARD

The flame-thrower guard is one of the slower and less agile of the Biosyn task force but he is well armoured to cope with any frontal attack. If you are struck by the flames you will lose lots of energy, so it's worth killing him off from behind.

BAZOOKA GUARD

The Bazooka Guard carries the most powerful weapon in the game and they are well armoured. Fortunately, it takes a few seconds for them to take aim and fire, so sort them out quickly before you get any extra ventilation.

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JURASSIC PARK™ THE CHAOS CONTINUES

level you will be presented with a bitmap of your handheld console giving you information and hints about forthcoming missions and, at the end of the level, a breakdown of your performance.

There is a separate option screen that controls the game's difficulty rating, you can choose between; Easy, Normal or Hard. This difficulty setting changes the amount of energy you lose when attacked and the number of shots it takes to subdue the enemy humans/dinosaurs. The endings are also affected, with a special surprise if you get through to the end on the hardest difficulty setting. There's also a password sequence provided in case things seem to be going horribly wrong but this is only available to the player at the end of every second level you complete and the last three missions don't have one.

■ Relax as you perch on the ladder taking pot-shots at all of the Biosyn guard-fodder running around beneath you.

Energy loss occurs when a player is shot by enemy humans, attacked by dinosaurs or falls off a high ledge. You won't die automatically if you

PARK LIFE

Here are some of the big prehistoric reptilian things that you definitely wouldn't want to meet while walking down to your local newsagents.

TRICERATOPS

■ The Triceratops is an extremely tough adversary as it's very territorial and generally stands its ground. The only way to get past them is by putting them to sleep. Unfortunately, they are hard to defeat as they have a thick skin and an aggressive manner. Its back is the only place vulnerable to attack, that is if you can avoid getting impaled on those three sharp horns.

RAPTORS

■ Raptors are the most common dinosaur in the game and they're tough as they're both vicious and intelligent. They enjoy killing for the sake of it and will try their darndest to hunt you down. Kill them at any opportunity as they aren't particularly the nicest dinosaur in the park and it won't affect your stock percentage. The Raptors come in three stages of development. The small Raptor only moves left to right, rarely attacks and only causes a slight energy drain when it does. The medium Raptor

is a good deal harder and can now also charge and leap on you from above. The large Raptor is a real handful as it's the most cunning of the lot and nasty to boot – not only can it do everything the medium Raptor can do, but it also can break down doors, jump from ceilings and come up through floors – they never give in and are particularly difficult to kill.

PTERODACTYLS

■ Pterodactyls are huge flying dinosaurs that hover around the screen and attack with a ferocious lunge of the head. They can pick you up with their talons and fly off the screen with you, although you can shoot them to make them lose their grip. Pterodactyl nests are found in certain sections of the game and, if you're not careful, baby Pterodactyls will lunge out at you in a surprise attack!

SPITTERS

■ This is the only dinosaur with a long-range attack. It can spit in any of three directions but only when you are within a certain range. They move around the screen by hopping and only attack when they have stopped moving and start to unfold their collars.

CEOLOPHYSIS

■ Don't be deceived by their cute, skulking, terrier-like appearance these are particularly nasty meat eaters. They have a horrible ankle-biting attack as they dart at you from below your line of fire. They tend to lie low and stay out of sight before running in to attack.

fall a long way, as the distance you fall is individually calculated and the amount taken off the energy meter varies according to the circumstances of your nasty accident. Death and the inevitable end of the game can be met all too easily in three different ways: If you lose all your energy, you snuff it. If you kill too many dinosaurs so that the stock percentage plummets you've failed in your task and if you fail to complete one of the emergency missions in time you also lose.

■ Left: Caught in between two hotter-than-tepid flame throwers!

■ Left: It's no good in two-player mode standing back while you let your mate take it in the neck!

OVIRAPTOR

■ The Oviraptor is the most bird-like of the dinosaurs and is very fast and agile. It doesn't actually attack the players but steals the eggs of other dinosaurs. So, if it runs on the screen to steal eggs from your incubators, you'll have to shoot it before it escapes.

DIMORPHODON

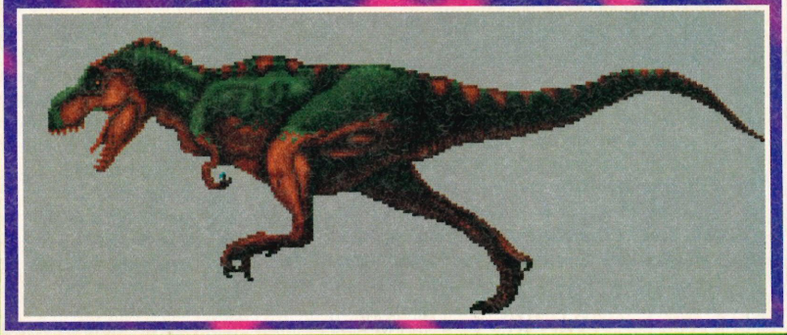
■ These are minor dinosaurs in the game as they are basically small winged lizards that hover around the screen before they swoop down and attack the player.

GALLIMIMUS

■ Very similar to the modern Ostrich in that it has that bird's standing gate, with powerful legs allowing it to reach break-neck speeds. The Gallimimus run on from one side of the screen to another, jumping over any obstacles in its path. They don't attack, so there's no point in killing them off. It's fun though.

TYRANNOSAURUS REX

■ The T-Rex is the toughest dinosaur in the game and also the hardest to overcome. With its massive jaws it can do some real damage. It can also kick with its powerful hind legs and charge you down at great speed.
If the player gets within a set vicinity of the T-Rex then it will duck its head and swipe up, butting the player and knocking them to the ground where it will proceed to stomp on top of them. To finally subdue the T-Rex you'll have to shoot its head – as shooting the body only results in the dino getting angry and even more aggressive.



EXCLUSIVE SPECIAL FEATURE

ARM YOURSELF!

There are six weapons to choose from each one divided into one of two different groups. There are dinosaur subduing weapons which work by putting the dinosaurs to sleep and weapons that fatally wound both dinosaurs and humans. Of course each weapon has a different effect on different dinosaurs and humans

DINOSAUR SUBDUING WEAPONS:

1. CATTLE PROD
2. TRANQUILLISER GUN
3. GAS GRENADE

FATALLY WOUNDING WEAPONS:

4. RIFLE
5. MACHINE GUN
6. SHOTGUN

■ The chosen weapon is shown by an icon at the top of the screen together with the amount of ammunition available for that weapon. Weapons can be selected by pressing the Top Left and Top Right buttons on the joypad, the Left allows for dinosaur subduing weapons and Right cycles through the fatally wounding weapons making them easier to access. Ammunition is limited but there are numerous ammo clips to be collected throughout the game, these will replenish one set of weapons.

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JURASSIC PARK
THE CHAOS CONTINUES

STANDARD UNTIMED MISSIONS

1: RAPTOR ATTACK

■ Raptors are attacking your main headquarters and a radio message asks for immediate assistance at the HQ before things get out of control. You must make your way through the jungle start point to the control centre entrance as soon as possible. The jungle section is a brief, linear scrolling affair with minimal dinosaur activity to get most people into the game. There are no other dinosaurs, only Raptors, and these must be destroyed for you to progress.

■ Your mission objective is to locate the control centre and nerve gas all the Raptors within. Due to the sheer number of Raptors inside the building, nerve gassing is the only valid option to eradicate them . Once you've activated the nerve gas, you are given a set time to escape out of the building into a sealed corridor with fresh air to breathe. Get there in time or you will perish along with the Raptors.

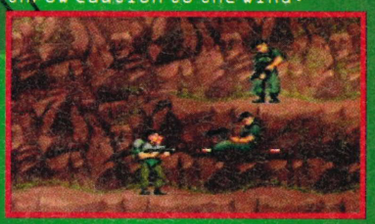
2: T-REX CARNAGE

■ Reports have come in that Biosyn have destroyed the paddock fence containing the T-Rex. The T-Rex is the park's most dangerous dinosaur, killing anything that gets in its way. Biosyn have released the T-Rex so that it will do their work for them, killing other dinosaurs, wrecking the park and slaughtering the remaining InGen employees.

■ Your mission objective is to locate, subdue and return the T-Rex to its paddock. Biosyn employees and Raptors will hinder your progress throughout this level. The T-Rex can only be found at one point, where it will come dashing through the bushes and chase after you. At this point, your only hope is to dash towards a speeding InGen jeep and jump onto it in time. Once on the jeep you have to balance and attempt to subdue the T-Rex in this level of non-stop frenzied action.

ROCK AND ROAR

Jurassic Park II's music and sound effects are particularly spectacular. If you've got top-notch speakers tuned for Dolby Q-Surround Sound they make running dinosaurs actually sound like they're dashing past you and with loads of samples from the movie as well as some new ones invented just for the game. New samples had to be commissioned as Pterodactyls weren't in the original movie and so the sound programmer delved warped existing sounds to get the right feel. In *Jurassic Park II* he squelched around after a certain bird-call, taped it, played about with



■ Even though you're high up on the cliff it sometimes pays to throw caution to the wind.

EMERGENCY TIME

1: POWER THE INCUBATORS

■ Biosyn have cut one of the main power feeds to the dinosaur incubators which could have a disastrous effect on your dinosaur stock level. Fortunately, only a few have been cut-off so far but you must stop Biosyn getting any further bright ideas about cutting off the power feeds before it's too late.

2: AUXILIARY POWER SWITCH

■ Since the moment you landed on the island its support systems have been running on auxiliary power. This power will not last much longer so you'll have to dash around to ensure that power doesn't go down all over the park. This can only be done by activating a series of switches. Unfortunately, you don't have the foggiest idea of what the combination is and so it's time for a lot of trial and error. If the player fails to get the correct combination then the switches get reactivated for further attempts. However, you only have a short time and there are one heck of a lot of Raptors about!

3: SUPPLY DROP

■ By now you are pretty much aware of the Biosyn presence on the island and have radioed on for supplies from the mainland. Yet again, fate turns nasty and Biosyn have intercepted the transmission and see this as a golden opportunity to cut off your supply line and bleed you dry. Biosyn jeeps are at this moment whizzing on down to the coast and you must dash about to stop them. The aim is to collect a crate of supplies being dropped by air into the docks. Biosyn will try everything in its power to stop you as you open up the crates recovering first aid and ammunition packs. What you really want though just happens to be in the later packs and this secret item is vital to the task in hand. To succeed, that crate must be discovered and the Biosyn presence fended off within the time limit.

EXCLUSIVE SPECIAL FEATURE

3: BLOCKADE

■ On the far side of the island a large part of the Biosyn task force have taken control of one of your underground installations and are firmly entrenched there busy copying and erasing all of the vital data on your computer.

■ The mission objective is two-fold: Firstly locate the stronghold, then the player will find that a front-on attack would be suicidal and must find an another way of getting at the task force. There are several alternative routes, each has its own dangers along with some goodies to collect.

4: HIGH PTERO

■ Due to the fierce storms raging outside of the complex, the radio antenna which controls all communications to the mainland has been damaged. This has wreaked havoc with your supply lines. Unfortunately, the route to the antenna is both high and extremely dangerous because, not only is there a suspected Biosyn presence but it is also the home of the Pterodactyls.

■ The mission objective is get to the antenna safely and then attempt to fix it. For some reason, Biosyn know that you are attempting to repair the antenna and have set up a stronghold near the foot of the cliff. The whereabouts of their base is uncertain so the players must continue to climb the cliff without alerting the Biosyn guards or disturbing the Pterodactyl nests. The players start outside the main complex and then must climb and traverse the sheer rocky outcrops until they reach the antenna. Once there, they are then faced with the task of climbing the antenna itself to repair it.

5: SEEK AND DESTROY

■ Due to the unusually high numbers of Raptors, you suspect they've been breeding somewhere on the island. You suspect that the breeding is going on deep under the volcano, in the warm, dark and long-since abandoned caves. You have discovered a baby Raptor who, with an attached transmitter, will lead you back to the Raptor nest.

■ The mission objective is to follow the baby Raptor's transmitter signal. Starting off in the jungle you get to encounter many different types of dinosaurs, however, as you get closer and closer to the volcano the Raptor population increases until it is pure Raptor. Some way deep into the nest sight you discover the transmitter has been chewed off and from that moment on, it's up to you to discover the nest's centre. Once there, you must destroy the area and prepare to get out of the volcano before your explosives go off in a frantic race against time.

the pitches and reversed it. The effect is strangely realistic.
The musical score is also particularly slick adding much needed atmosphere and driving you on to complete your mission.

The Island of Isla Nebula is full of all manner of geographical locations for you to explore. You'll be transported to places as diverse as the Volcanic Underground, dense Jungle, dusty open plains and murky swamps. Expect to have to climb over mountain ranges and suss out the contents of laboratories and powerstations – you get about by shinning up and down the tunnels and lift shafts.

Although it's early days yet, *Jurassic Park II* could be big. It's one of the latest in the line-up of Sony-acquired Ocean games and this looks like one of the most promising. This is a monster of a title even at this early stage of development but it's *Jurassic Park II*'s variety of different elements that could make it a winner. More fun than a bag full of Raptors and a lot more believable than Richard Attenborough's accent, we'll be casting worried glances in our wing mirrors until November.

■ Left: The pocket sized mission selector. Right: The before and after effects of bazookas.

D MISSIONS

4: SCIENTIST'S SOS

■ Your top scientist's jeep has broken down on the way back to the control centre and because of his vital knowledge in the field of dinosaur cloning Biosyn are after him, hoping to get further dino info. However, the communication link between the scientist and the base has been cut. You need to find him and repair his jeep whilst avoiding dinosaurs, Biosyn guards, a massive Plesiosaur and a spinning Mode 7 helicopter chase frenzy.

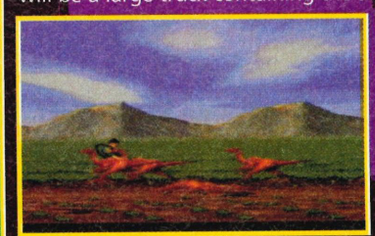
5: FIND THE SPY

■ By now you're probably wondering why Biosyn are always one step ahead of you. Of course, you suspect espionage and as you inquire further, one of your employees disappears in mysterious circumstances along with her vanity case and a load of top secret data files. This must be the person who is giving information to Biosyn, so off you pop to track down the spy and retrieve the stolen data files. Simply track the spy down and 'subdue' her before she can get to the helicopter and safety.

6: PROTECT THE GALLIMIMUS.

■ After discovering several dead Gallimimus, you suspect foul play in the Gallimimus paddock. Of course, Biosyn are involved and you have to set out to investigate the situation. As you get out in the planes you discover that Biosyn are slaughtering the Gallimimus for their research on DNA and are attempting to take live Gallimimus out of the park. This must be stopped.

■ The mission objective is to eliminate all Biosyn presence from the Gallimimus paddock. A straightforward and linear shoot'em-up section, you must destroy all the Biosyn task force and the scientists attempting to extract DNA from the Gallimimus. Towards the end of the mission there will be a large truck containing the seized Gallimimus which you must set free. Of course, you will have to fight for it.



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BURN: CYCL

VITAL STATISTICS

NAME: BURN: CYCLE
PUBLISHER: PHILIPS
SYSTEM: CD-i
PRICE: £TBA
SIZE: 1 CD
AVAILABLE: OCTOBER

The future is a hostile place, especially when you're an electronic data thief with a hunger for hard cash – but what are these headaches you keep on getting? Burn: Cycle puts the player inside the head of Sol Cutter, a guy who'll steal any data for a few thousand Nigerian Rand but his last job on the Softech corporation went horribly wrong...

Sol Cutter is an ex-adjuster for Softech who's job it was to look out for the corporation's interests. He was the best they had until a raid on Taiwanese software pirates turned violent and warped his sanity. Since then he's been using his knowledge to pull off small data theft jobs for cash.

While downloading confidential data a massive power surge left Cutter unconscious. He awoke to find he had a massive headache but little did he suspect that a virus had entered his head and would turn his brain to jelly in exactly two hours – this virus is the *Burn: Cycle*.

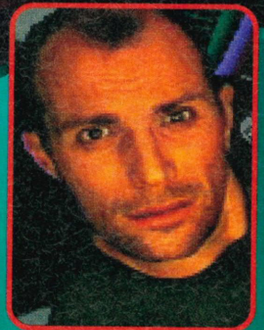
Cutter must use the time he has left to discover who set him up and get the countdown stopped or it's dying time. The game is mainly viewed through Cutter's eyes with third person perspective sequences showing him on the move and interacting with other characters to give him a bit more personality. It's a mixture of live action, shoot'em-up and puzzle sequences with computer graphics and video footage cunningly combined.

The futuristic world of *Burn: Cycle* is packed with locations to explore, each holding their own secrets and

At the core of the Televerse is a strange object – how could it possibly help Cutter?

It's amazing what you find under the bed in sleazy hotel rooms. Messing around with them isn't recommended though as you get billed for anything you use.

SOL CUTTER



- **BORN:** 2 Jul 2032
- **AGE:** 31
- **HEIGHT:** 6' 2"
- **DISTINGUISHING MARKS:** Neural implant jack, lower left cranium

Sol Cutter worked for Softech Corporation, one of the few remaining companies of the multi-national corporate wars. He was one of their most trusted adjusters, looking out for the corporation's interests. Adjusters are half detective, half thug and it was a particularly nasty raid on three Taiwanese software pirates that sent his sanity haywire.

He became a drop out, using the knowledge he gained from Softech to do data theft jobs for hard cash. He used his profits to escape reality by using a variety of substances until he met Kris, a girl he fell in love with. She got him back on track and they started doing jobs together. It was on one of these, a routine hit on Softech which should have only taken five minutes, that left Kris murdered and Cutter with a pounding headache and two hours to live.

EXCLUSIVE SPECIAL FEATURE

■ You just don't know where you stand with Gala. One second she's kissing you and the next she's got a gun in your back – it must be true love!

Each strange characters to encounter. The Sum Zero bar is full of whacked-out space junkies searching for the latest energy rush. Talking with Cutter's contacts here can give a few clues or you can take your chances in the Psychic Roulette where you bet with your life.

If things are going badly a visit to the Church of Karmic Consciousness will solve a few problems or Cutter can enter the Televerse – a place where people who have converted their feelings and thoughts into pure computer code can interact.

MEET AND GREET

There are three main characters to meet in the early stages of the game plus many more who play a small part in the story later on. Kris is Cutter's partner in crime and the woman he loves. She came along on the Softech job but never left... ▶

As Cutter moves around inside Softech, guards jump out and must quickly be shot.

POCKET POWER

While exploring the locations Cutter comes across all kinds of objects. Some are hidden underneath others, some are found by killing someone then rummaging through their clothes. These can all be dragged into the inventory strip at the bottom of the screen. Once there, you can access the Deep Mode where an object is viewed in detail. What you do with the items once you've collected them is up to you!

■ 1. Cutter has a time bomb in his pockets at the start of the game. But where should he use it?

■ 2. Food in the future? Forget it! Just pop a couple of these Power Brunch pills to be set up for the day.

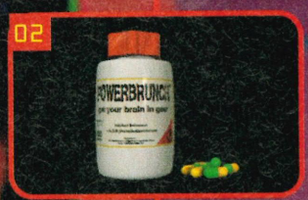
■ 3. You won't get the lifter moving without a key to get inside it – but where is it found?

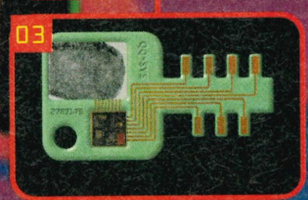
■ 4. If the door doesn't work and no-one answered your knock – break it open!

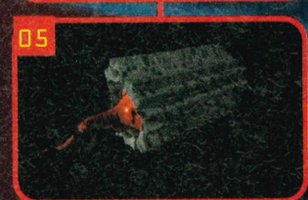
■ 5. When circuit boards breakdown they often blow a fuse.

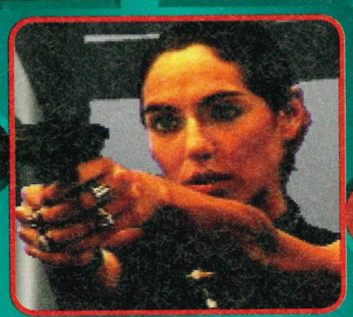
■ 6. If living in this futuristic world is getting you down, you can always relax with some intellectual viewing.

■ *Burn: Cycle is a very violent game with lots of gun scenes and people being shot. That's part of the reason it was given a 15 rating by the censors.*







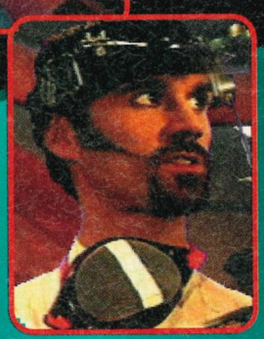


GALA

- **BORN:** 19 Mar 2039
- **AGE:** 24
- **HEIGHT:** 5' 8"
- **DISTINGUISHING MARKS:** Tattoo of snake on inside left thigh

■ Gala is rumoured to work for a terrorist organisation called NAMO. Their aim is to restore the property rights of the City back to the natives who originally lived in the area. Many parts of the City have a religious significance to the NAMO terrorists.

She was trained at an early age as part of an elite army to aid the struggle and is an equal Martial Arts match for Cutter. Their paths crossed many times while he was working for Softech. She is willing to help Cutter because he has the knowledge that could help NAMO destroy the Softech and Cortex corporations for good.



DOC: AKA 'KRYSTOV DYDO'

- **BORN:** 19 Mar 2026
- **AGE:** 37
- **HEIGHT:** 5' 9"
- **DISTINGUISHING MARKS:** Neural implant jacks, entire body

■ During his adolescence Doc became the youngest member of the Genome Team who went on to produce the first genetic chips for Softech. He should have had a long and prosperous career with the corporation but at 22 he had a breakdown and disappeared to live an underground existence.

While chasing the Koreans, Cutter got out of his depth and Doc helped him to escape, but there was a price – to help Doc back into America, a debt which Cutter has now repaid.

He now lives on the outskirts of the city in a secure facility conducting his research and working for the black economy when he needs the money. He's the one who installed the neural implant on Cutter and now does chip surgery. He has various implants himself and has an almost telepathic relationship with his hardware.

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BURN: CYCLE

she returns later in the game in flashbacks and hallucinations.

Doc is a neural surgeon who installed the implants in Cutter's brain. He lives on the outskirts of the city where he conducts his research and does microchip surgery. Then there's Gala. She's a highly trained terrorist who works a;longside Cutter, hoping to get some inside information on the Softech corporation.

Control is by cursor with hotspots showing up in each location. An arrow shows the directions that you can move in. When crosshairs come up Cutter is armed with an available weapon just as an enemy leaps into view, guns blazing and, elsewhere, a hand shows that there's an object that can be picked up and stored in the inventory.

Selecting the inventory is done by simply moving to the bottom of the screen. This shows all the objects picked up so far, clicking on them gives a detailed description (this is known as the Deep Mode). On the far right of the panel is a skull. Select this to discover how much time the *Burn: Cycle* has to run. You can also save or restore a game from here.

FUTURISTIC TRIP

Burn: Cycle is the brain child of TripMedia. A team of 3D graphic artists, film directors and programmers have been working on the title for months.

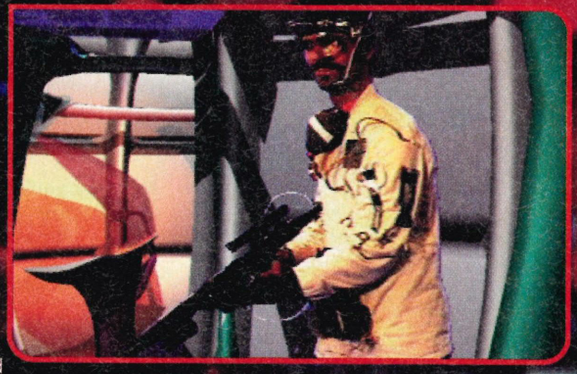
■ TripMedia: the 3D artists, directors and programmers behind *Burn: Cycle*.

01

02

PSYCHIC ROULETTE

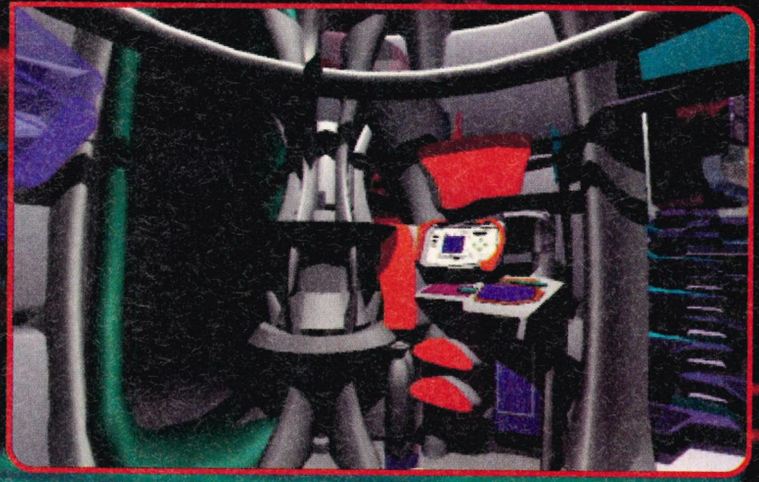
There's no need to use your hands in the games of the future – that would be like playing with a baby's toy! In the Sum Zero bar they have a new form of betting but instead of using chips, you bet with your life! Pay your credits on the Psychic Roulette and then outwit your opponent using the symbols to create a complete triangle. Fail and it's won't just be your credits down the drain...



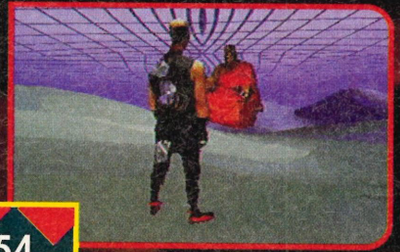
■ All the guns in *Burn: Cycle* are hand made models created especially for the game.

The 3D animations alone took 7,800 man hours to create with 12,000 hours machine time for rendering and processing on three Silicon Graphics computers. To make the game more interactive on the Philips CD-i they have gone for a lower resolution than the machine is capable of. This means that there's no access time between scenes giving a much smoother feel to the game.

As you play it's easy to see which movies have influenced TripMedia to create this futuristic world. Some sections are very Blade Runner and there's a touch of Tron in here too. But don't think that *Burn: Cycle* is



■ The futuristic scenery and Full Motion Video in the game looks so real you feel you could almost reach out and touch it!



MOVIE MAGIC

Burn: Cycle has 20 speaking roles, six main characters and over 100 live action sequences. These were created in a 14 day shoot using 400 story-boards and recorded to broadcast quality video. All the costumes and props were made specially for the game.

The advantage of such a high quality production is that the raw material can then be used to create *Burn: Cycle* games for any CD format. Expect to see the epic adventure on PC CD-ROM in the first quarter of 1995 and then who knows what format will come next?

Each scene has been shot from various angles. There are distance shots showing all of the characters to establish the scene, then you get to see things through the eyes of Cutter and, occasionally, from the perspective of some of the other characters.

■ How do you operate the machines of the future?

■ 1. It looks like Cutter hasn't pleased this guy – he's strong too!

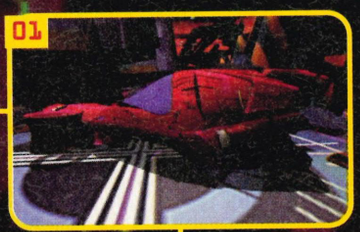
■ 2. But what would this scene look like through Cutter's eyes?

■ 3. Then the scene cuts to the eyes of the tough guy in leathers.

WE HAVE LIFT OFF

EXCLUSIVE SPECIAL FEATURE

Throughout the world of *Burn:Cycle* there are puzzles to solve, buttons to press and lots of mistakes to make. You are given the minimum of instruction, the rest is up to you. The lifter, for example, comes into the game early on and is easily opened – but how to do you get this futuristic vehicle off the ground? By studying the panels and screens inside it can soon be sussed out, you just have to hit the right buttons in the right order.



■ 1. The lifter – a futuristic version of the Mini Metro.

■ 2. At first the cockpit is daunting, but things soon become clear.

■ 3. The navigation computer will take you wherever you want to go.

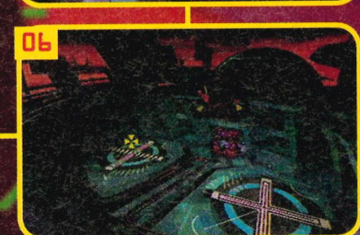
■ 4. Set up the systems check and it's almost time to lift off.

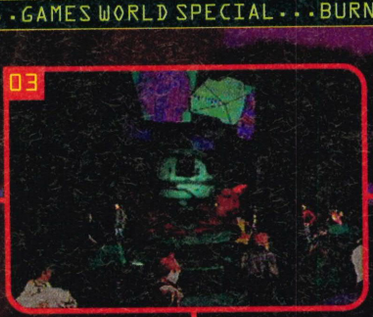
■ 5. The maintenance computer will solve all your problems.

■ 6. Hit the Vertical Take Off button and it's up, up and away!

■ 7. Shoot down the meteorites or you'll be back on the ground in no time.

■ 8. Oh dear, it looks like that last meteorite did its job!





■ 1. Use your card to gain credit and enter the Psychic Roulette game.

■ 2. Do you want instructions – not that they help you very much.

■ 3. People stand about the bar, watching the action.

■ 4. The roulette starts to spin and the two competitors must form a triangle of symbols.

■ 5. It's not looking good for this guy – you'd think he could play these mind games being Eitan Arrusi, a founding director of TripMedia and writer of *Burn: Cycle*.

■ 6. His eyes can't take it any more. This is the only scene that gave the censors a problem. They decided that *Burn: Cycle* should be given a certificate 15.

nothing but a complete rip-off of these titles because being interactive brings the future one step closer to reality.

All CD-i owners should start cueing up for their copy of *Burn: Cycle* now. It's an experience that is not to be missed. As for us, it's too late, we're already infected.

■ The computer imagery in *Burn: Cycle* took thousands of hours to create.

■ One shot in the chest is enough to stop a guard in his tracks. You only get one life so you have to be a sharp shooter.

■ Some of the people aren't all they seem as Cutter discovers as a woman walks through him!

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radical REX

It's back to the Jurassic period once again but there are no dodgy DNA dinos in this game, just one cool Tyrannosaurus and his skateboard. It's time to give those mammals a pummelling!

Radical Rex is a cool customer with some excellent animations to show off. All his dinosaur friends are beautifully drawn too – as you can see looking at this Pterodactyl!

The *Radical Rex* bonus games look like a prehistoric version of *Pacman*!

Things were peaceful in dinoland. All the dinosaurs lived in harmony, chilling out, groovin' down and chowing at the local all-you-can-eat salad bar. Then one day there were new guys in town. Little furry things that left horrible messes on the dinos' shoes. These mammals kept their lives separate for a while but then it all changed...

One particularly vicious mammal by the name of Skriitch cast an evil spell over all the dinos to make them become extinct. Radical Rex wasn't going to have any of this so he set out on a mission to sort out Skriitch, save his race and, more importantly, protect his dino-darling Rexanne!

Radical Rex is a platform game with some cool goings on. There are the usual springs, jumps, falling platforms and nasties to sort out but Rex can also jump onto his trusty skateboard to whizz through the levels. This has given Activision the opportunity to create levels that are sometimes more like roller coaster rides than the standard 'leap and collect' and this really bumps up the excitement factor.

The usual platform bits and pieces have all been piled into *Radical Rex*. Power-ups include fire fossils, air bubbles, Pterosaur taxis and dinosaur eggs. Collect 80 eggs and Rex qualifies for a bonus game to earn valuable extra points.

The bonus looks like a level out of a *Pacman* style game with mini-Rexs running about everywhere and creating total mayhem.

Each level has been given a different theme to create a variety of styles throughout the game. Rex gets to do a spot of underwater adventuring later on but must remember to come up for air or it's choking time for our hero. A dinosaur's graveyard rounds off the adventure just before the final showdown with Skriitch himself.

Keep your eyes peeled for a review of this totally radical platform romp in a future issue of **Games World: The Magazine** – it's going to be scorchin'!

In the dinosaur graveyard things get really spooky!

JURASSIC JAPES!

The little dino dude Radical Rex is... well... radical! He has some brilliant animation frames to show off in this platform game but he's a little impatient to get on with the show. If you don't touch anything on the title screen speech a bubble will appear telling you to get on with it!

1. CHOKING
Even a well 'ard dino runs out of breath when swimming underwater.

2. DAZED
See the Pterodactyls tweet! A rock on the head usually has this effect.

3. GRUNT
Not exactly ol' blue eyes. These prehistoric types have no manners.

4. HALF PIPE
You can get some cool tricks out of this skateboard. Party on Rad.

GAMES WATCH

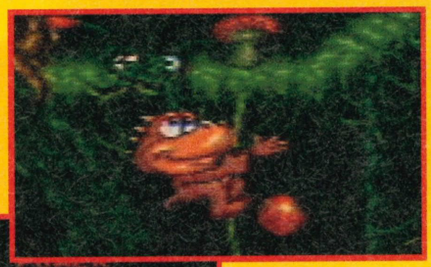
Above: Swimming in the deep underwater caverns later on in the game, Rad needs to pop up to the surface for air every now and then or he'll drown. All kinds of prehistoric fish live down here and can give Rexy boy a nasty nip!

This water doesn't look too clean to me! I wonder what has made it turn green – don't drink it Rad!

VITAL STATISTICS

NAME	RADICAL REX
PUBLISHER	ACTIVISION
SYSTEM	MEGA DRIVE
PRICE	£TBA
SIZE	8 Mbit
AVAILABLE	NOVEMBER

The evil furry mammals are spoling the dinosaurs' peaceful life. But Radical Rex will soon put a stop to it all.



What a big head you have Mr Dinosaur! Rad looks like he could be in trouble.

Below: Rexanne is madly in love with our Rad but can he save her from extinction?

5. HAPPY
It's nice to see a dinosaur happy in his job – making us laugh.

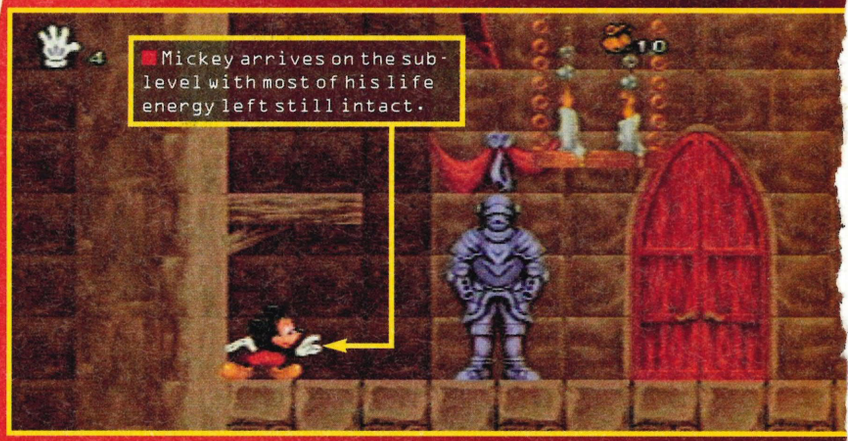
6. HURT
Oooh, ouch! The little dude's hurt himself. Fetch a band aid.

7. KICK
Oh boy! You wouldn't want to get in the way of this guy's kick.

8. SKID
Put on the brakes – skidding to a halt is best done before hitting a wall.

9. SWIMMING
I bet you didn't know that dinosaurs were good swimmers!

Has Mickey Mouse got his bus pass? Well, good old Mickey has reached that time of life where humans would be queuing up for a pension but Mickey keeps on going, his voice is still as squeaky as ever in this, a tribute to 65 years of being everyone's favourite rodent. He may be long in the tooth but he's a mouse who's still going strong.



AN APPLE A DAY...

At the end of the Mad Doctor stage you get to meet up with the evil tyrant himself as he throws chemical jars and chuckles insanely.

Mickey Mania is destined to be one of the hottest games this Christmas from Sony. Based on Mickey's five film outings, it's set across five segments consisting of over 24 levels starting with Mickey's original classic, (before he changed his name by deed poll?) Steamboat Willy in 1927 through the adventures of The Mad Doctors, Moose Hunt, The Lonesome Ghost right up until his latest sojourn in the Nineties The Prince and the Pauper animated movie. The only major Mickey special feature missing is Fantasia but who's complaining? And anyway, that's already been done on the Mega Drive.

The idea is that when you play the finished game you'll get a feel for how the mouse has changed over the years, from a long nosed hat-wearing black 'n' white rat-like creature to the crisp colourful cultural icon he is today.

Graphically, at this work-in-progress stage the game looks absolutely stunning. **Games World: The Magazine** doesn't usually make such sweeping statements in Games Watches, but it's true and it's hard to get away from the fact. After all, 1,457 individual Disney animation frames have been crammed into a 16 Mbit cart to make this visual spectacular. Also, the Mega Drive version has special effects one usually only expects of Mega-CD and SNES games – some dazzling rotational effects like the spinning tower and the moose chase. Sonically, it isn't let down either as the sounds are crystal clear with accurate samples of the voices provided by Disney and an up-beat soundtrack by Krisalis.

But who has programmed this big name title? I hear you ask. No massive development team but Traveller's Tales, a relatively small outfit who have previously produced Mega Drive games such as *Puggsy* and *Galahad*. Whether you liked them or not, this product is different. Programmed by Jon Burton with main graphics by Andy Ingram, Sony have really put their faith in them. After all, this product is going to be one of Sony's biggies and they must have put their money where their mouth is just to acquire the licence and Disney animation frames alone.

In *Mickey Mania* you have to go through the five film-based sections each with their own graphical idiosyncracies accurate to the movie. For instance, in The Mad Doctor, you have to rescue your trusty pooch Pluto from the psychotic cape-wearing doctor. Like in the film, the clocks run backwards and the dimly-lit backdrops capture the feel of the animation.

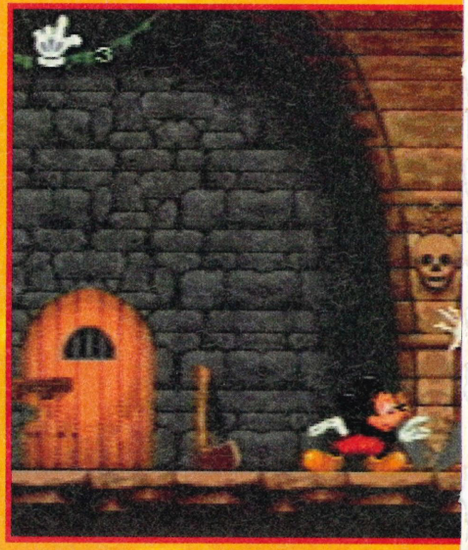
In each game section you meet your relevant nemesis, until you come across the final nasty, big bad Pete, who you first met in Steamboat Willy and he never forgave you for knocking him out and bouncing off his big belly – and that happened sixty-odd years ago, like an elephant, he's not likely to forget in a hurry.

Starting the game gives a strange feeling as it looks like a crackly old movie of Steamboat Willy, complete with grainy old-celluloid effects and a black and white background. It looks surprisingly good but they have gone to great pains to add a little colour to the early stages to make MD owners feel at home. These are added gradually so as not to suddenly appear and annoy the players.

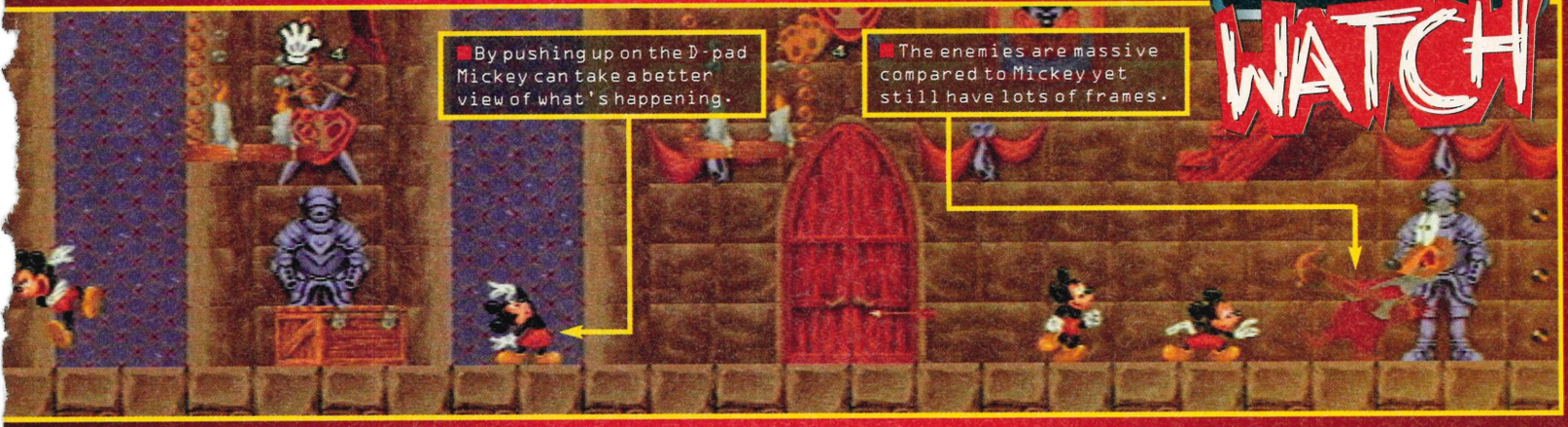
There are three skill levels to choose from, the differences being the number of restart points and continues available. No password facility is included as the game really needs to be played all the way through to get the full gist and entertainment. Life energy is depicted in the top left-hand corner by the number next to Mickey's hand, and the energy of the mouse is shown by the number of fingers upraised. Quite straightforward but essential, as is the weapons counter on the top right-hand corner showing the number of marbles Mickey has collected to throw at his enemies. Restart points are scattered throughout the levels in the form of rockets but these appear less and less if you select one of the tougher difficulty levels.

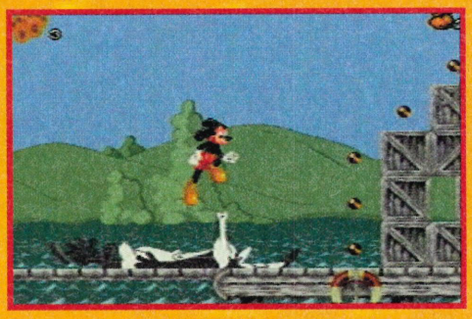
Traveller's Tales have been hard at work on this project for over nine months now, watched over by the

Below: Swinging on the chandelier takes good timing.



GAMES WATCH





Above: After knocking out Pete, you add to the indignity by jumping on his belly.

In the ghost house, the ghouls either attack you or dash off.

eagle-eyes of Disney Software and their close attention to detail. *Mickey Mania* is following on from a fine parentage of Disney games like *Aladdin* and *Jungle Book* and to equal them would be an incredible feat alone. Even the Disney product manager is pleased with the result at the moment, giving them a free rein to 'try something new.'

Mickey Mania will be out in time for Santa's little sleigh ride and even now it's looking more and more likely to be a big Christmas smash. Sony and ourselves are expecting more than a Mickey Mouse release – expect the mania to begin in November.

VITAL STATISTICS

NAME	MICKEY MANIA
SYSTEM	MEGA DRIVE
PUBLISHER	SONY IMAGESOFT
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	NOVEMBER

MICKEY MANIA

The sheer number of animation frames is impressive allowing for smooth, massive sprites.

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All Disney characters © Disney

MEGA DRIVE

BOOGERMAN

A PICK AND FLICK ADVENTURE™

Imagine a clean and pollution-free world. Now think of all the nastiness that could descend onto such a world. Now add loads of snot and goo and you enter the domain of Boogerman.

One fine day, the world will be clean and beautiful thanks to ECO-LAB and the incredible Crystal Fuse. Everything is fine and glorious until the nefarious Booger Meister is hastily sneezed onto the scene and legs it with the said Crystal Fuse. Call for Boogerman, the only puss-filled geezer messy enough to win back the fuse.

You are Boogerman and with all the finesse of a fat, ugly, smelly, dirty old man (which is exactly what Boogerman is) you must set out across all manner of inhospitable terrain to retrieve the Crystal Fuse. Most action heroes have an impressive array of weapons to help them fight their battles. Not Boogerman, instead he has all of his bodily functions available at his disposal... literally.

Using farts and burps and the occasional flicked bogey, he has to cross through sludge filled passages in Mucous Mountain, traverse the Flatulent swamps and beat all of the nose-goblin army in order to make it to the final showdown with the Booger Meister in his Puss Palace.

Not only does Boogerman have all of these biological weapons at his disposal but if he also collects the occasional tin of beans or an odd chilli, then his intestinal feats will increase. Remember though, no one can burp, fart, or flick snot forever on an empty stomach, so Boogerman must collect more supplies in order to continue being the muckiest bloke around. Collecting beans will increase the power in his pants and if he collects big globs of snot that hang on the wall then his tactic of flicking bogeys at the enemy will continue to work a treat.

All of this is of course accompanied by a cacophony of squelches and other noises that guardians of moral decency will disapprove of. The graphics are all drawn on cells, like Disney cartoons are, so all of the monsters look as slick as snot. There's no blood or guts

Flicking bogeys is not to be sniffed at as it can help you out of sticky situations.

These platforms that Boogerman is standing on are very handy for jumping up and grabbing power-ups, as well as reaching higher levels.

DISGUSTING ANTICS

These are the disgusting actions of a certain, erm, gentleman by the name of Boogerman. Under no circumstances should you show these to your grandma for fear of reprisals:

1.PROPULSION

Pick up the chillies, jump and press C and Boogerman will fly around to reach inaccessible platforms.

2.BELCHING – SONIC BURPS

Using advanced principles of bio-chemistry, Boogerman lets rip a belch that would guarantee him a round of applause at his local. Holding the button for longer gives a more violent attack.

3.BOOGER FLICK

Boogerman just picks his nose to get more ammunition for this move.

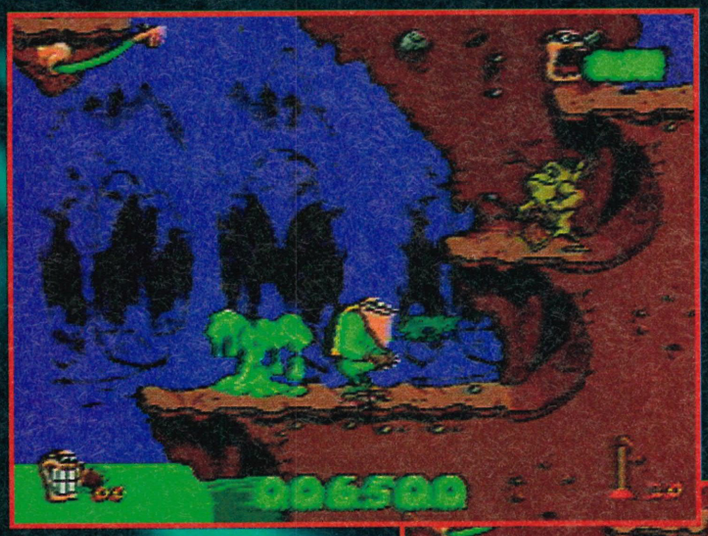
4.FART

Bending over and stretching his Lycra pants, Boogerman lets out a pleasant guff in the direction of his enemies. Holding the button for longer will mean a juicier emission.

5.PICKING NOSE + EATING IT

If you leave Boogerman to his own devices and let him stand still for too long then you'll find yourself watching a true pro' at work as he eats his own bogeys.

GAMES WATCH



Above: After letting off a tasty belch, Boogerman waits to attack the nasty above. But one more hit while he's wearing the yellow cape will kill him.

anywhere to be seen in the game, but there is plenty of snot and stuff.

This is just about to add an even better argument to the side that want to see videogames banned altogether. You can just see it now... "Oh, look at that disgusting videogame Geraldine, it makes me sick." Better get a snot rag to wipe it all up then!

You must utilise all of the scenery like this trampoline if you are to get anywhere

You can't run into this tunnel because of the wind.

PICK-ME-UPS

Collect any of these during the game and Boogerman will become even more putrid:

1.BEANS

If you collect a tin of beans then this will add to your fart power.

2.BOOGERS

Collect a booger from the walls and you can carry on flicking bogeys all day long.

3.PLUNGERS

Pick up enough plungers and you'll be able to build a ladder and get out of the level.

4.CHILLI PEPPERS

Having one of these in your possession will give all your farts and burps a fiery tinge. You can also fly around on the exhaust gases these chillies produce by pressing the C button.

Below: Strutting his stuff and looking well 'ard - Boogerman has just demolished two bad guys by flicking snot at them.

Above: If he gets that red cape his health will be restored. He starts off with red, and if he gets hit it turns yellow, and after that he will die.

VITAL STATISTICS

NAME: BOOGERMAN
PUBLISHER: MEGA DRIVE
SYSTEM: INTERPLAY
PRICE: £TBA
SIZE: 16 Mbit
AVAILABLE: TBA

MEGA DRIVE

SYNDI

Tired of your boring, normal, humdrum existence? Maybe it's time to warm up the pump-action, put on your best pair of Ray Bans and go spill a bit of blood...

■ Above: X marks the spot as you open up on your opponent's borgs. Only the heavily armed are likely to survive.

It's the future. Crazed gangs tear around during the neon night flogging a terrifyingly addictive new drug to the dispossessed. Except the drug is the by-now perfected Virtual Reality. Why take dangerous powders when you can really take leave of your senses, eh?

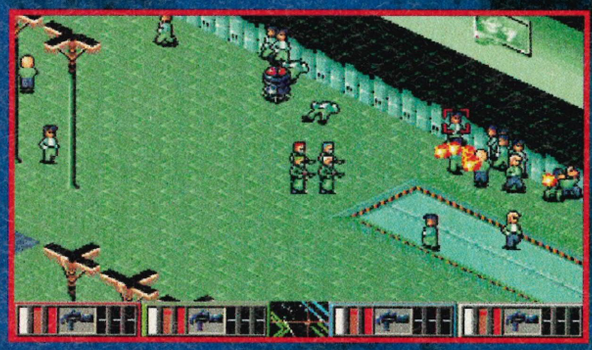
This prospect has the criminal underworld scraping their hands together in glee and they want you to get in there and start to get the business (and blood) flowing. And, rather than risk your own flesh, you get to send up to four cyborgs into your territories to do the job for you.

Best of all, your cyborg agents are totally ruthless. Watch as they hose rival baddies, pedestrians and politicians with Uzis and napalm, kidnap scientists, perform drive-by shootings and whatever else is required to get the evil job well and truly done.

If you think the lads are not quite doing as well as you'd like, well, whip out the drugs and get them hooked. This also has the happy side-effect of turning them into blundering psychopathic maniacs. And if this doesn't appeal to your humanitarian nature, just rip off their rubbish body parts and then upgrade them with gleaming, metallic replacements. As you can see, no detail has been spared to make this a realistic vision of the future.

OK, this might not be for everybody but as a tactical simulation it scores very highly. Don't let the gorier aspects put you off (or attract you for that matter) – this is very much a game for the thinking gamer, as limited resources, trade and territories have to be constantly juggled to succeed.

If you're familiar with other Bullfrog numbers, you'll have a pretty good idea of what to expect on the strategy front. Definitely a game for people who hate having bad days at the office. Catch this 16Mbit title in November.



■ Your borgs' energy bars have reached 'hyper-active', so they've decided to round up some innocent civilians and mow them down!

ARMS AND THE BORG

FLAME THROWER
■ Great for close range encounters. Very messy, but fun.

GAUSS GUN
■ A high powered anti- personnel rocket launcher. Very tasty.

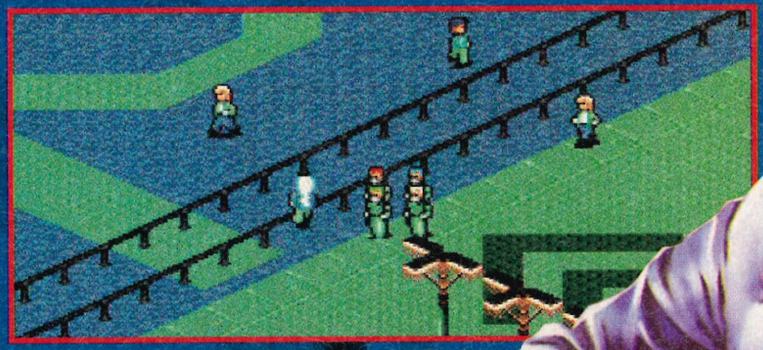
LASER
■ Using the latest technology, this will evaporate the enemy in a single zap.

LONG RANGE
■ Good for engaging from a distance. Hard to control.

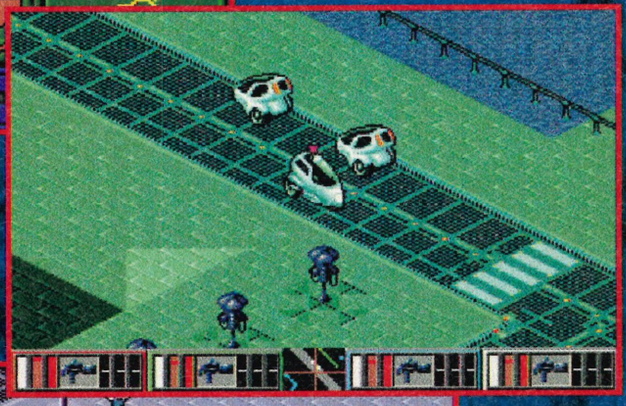
MEDI-KIT
■ Use on wounded cyborgs to restore health. Only use in fierce firefights.

GAMES WATCH

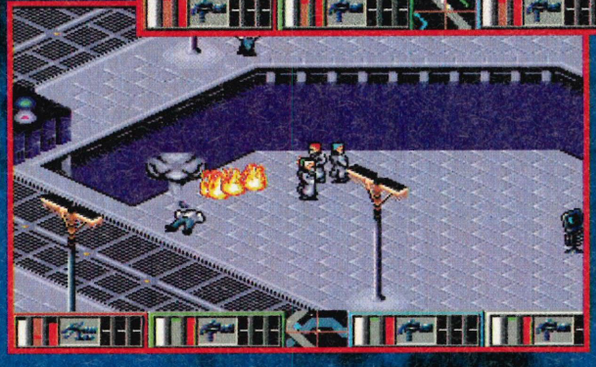
CATE



■ Above: Is that a mushroom on your head or have you just been vaporized?



■ Right: organize a quick drive-by shooting as you cruise down the highway.



VITAL STATISTICS

NAME : SYNDICATE
PUBLISHER : BULLFROG/EA
SYSTEM : MEGA DRIVE
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : NOVEMBER

MINI GUN

■ This is THE weapon. If you've seen T2 then you'll know the sort of damage it does.

PERSUADER-TRON

■ Use on civilians and enemy borg to make them comply.

PISTOL

■ This is the trusty old weapon that you start with. You'll have to upgrade quickly.

SHOTGUN

■ Pump-action and everything, it's good at making a mess of enemies and cars.

UZI SMG

■ The one piece of kit that you simply must own. Light, deadly and cheap.

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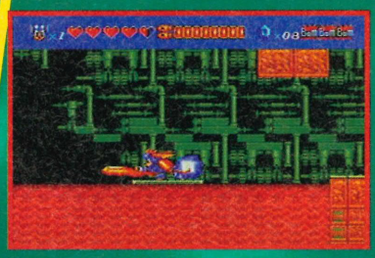
SPARKSTER

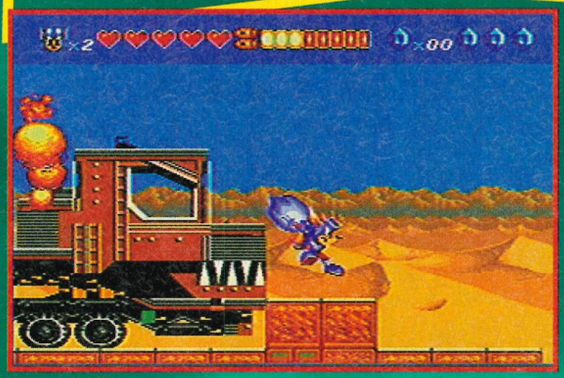
The Date: October 1993. The Place: Your Mega Drive. The Event: Rocket Knight Adventures. That was then, this is now. Prepare yourself for the return of Sparkster, the ever blue and armed to the teeth rodent who's all set to re-take the gaming scene by sheer brute force.



Above: Sparkster uses his flaming sword while crossing a lake of lava on a raft.

The opossum with a bite is back. Sporting a brand new range of moves and having a new challenge laid out before him, Sparkster's got his work cut out if he wants to rescue the beautiful Princess Shelly.

And so a hectic platform romp over eight gargantuan levels begins that sees you battle against the hordes of the Devotnidos Army. Not only are these guys out to defend themselves but a price has been put on Sparkster's head by the King of Black Magic. Each one of the levels is large with many different backdrops (13 in all) and the stages range from vertical and horizontal scrolling sections to a battle between two massive robot exoskeletons – Sparkster controls one and the evil Rocket Knight (Axle Gear) controls the other. The first level is huge and acts as a training ground for all the new controls also giving you a bit of practice so that you know what you're in for. The rest get progressively larger and meaner as more traps are made ready to try and kill you off.



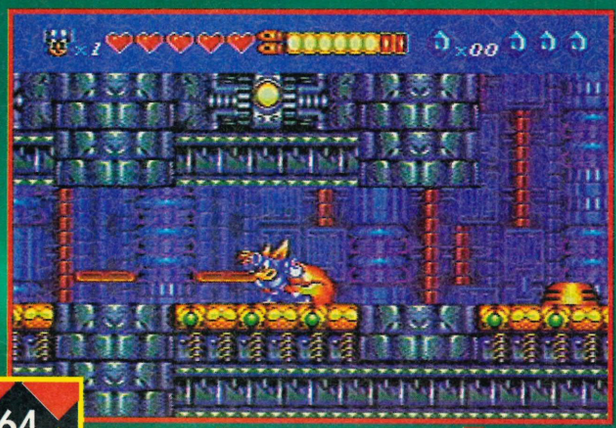
All three of these shots just go to prove that it's not only Sparky who's had a re-vamp but all the baddies are bigger, uglier and a whole lot meaner too!

Above is a stash of gems that you should be collecting. 100 of these and you'll gain an extra life. Invaluable.

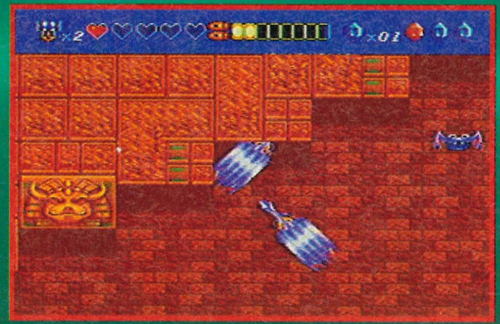
Sparkster has loads of new features to set it apart from *Rocket Knight*. The major change is that you no longer need to power-up Sparkster's rocket pack as it is continually charging up, this means that you can fly around the screen much more often than you could in the original. You also have a new super spinning attack that can twist you out of trouble when you get into a tight spot.

When your power meter becomes red you can simply zip across the screen and take out some of the enemy on the way, if you let it power-up to the maximum, then you'll be able to spin across the screen for ages. This allows you to complete a mid-level section that requires you to unscrew some screws before you can pass on by.

Sparkster, looking slicker than ever with his improved power-pack and some excellent new tricks, should cut quite a dash in his latest rocket-powered adventure.



Above & Below: Sparkster is using his rocket pack to race around the screen as fast as possible. He also gets to kill loads of enemies this way.



VITAL STATISTICS

NAME	SPARKSTER
SYSTEM	MEGA DRIVE
PUBLISHER	KONAMI
SIZE	8 Mbit
PRICE	£39.99
AVAILABLE	NOVEMBER

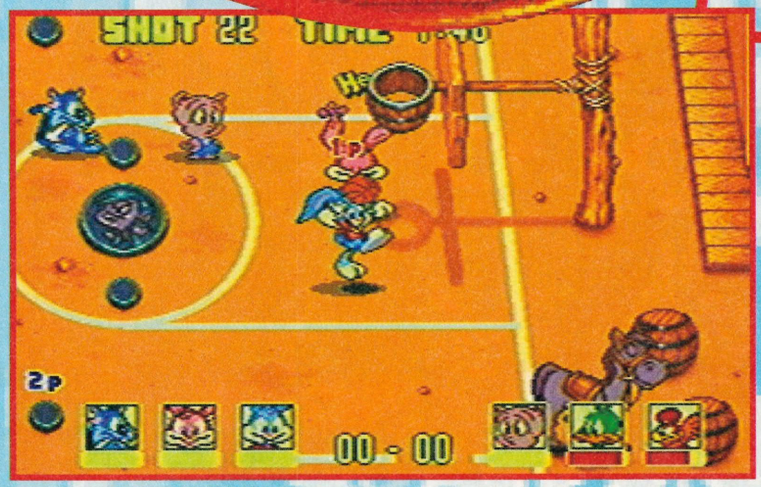
TINY TOON ACME ALL-STARS Adventures

Sport is always fun to watch but now sport as we know it is about to have a touch of Toon added to it. Placed in the three-fingered hands of some loopy rabbits, ducks and pigs, just about anything could happen (and probably will).

GAMES WATCH

VITAL STATISTICS

NAME	TINY TOON ADVENTURES: ACME ALL STARS
PUBLISHER	KONAMI
SYSTEM	MEGA DRIVE
PRICE	£39.99
SIZE	8 Mbit
AVAILABLE	NOVEMBER



Above: This is basketball and, as usual, Buster and Babs are streaking into the lead. Just give the ball to Hamton and watch him burn up the court with his fiery little trotters. Go Hamton.

The Tiny Toons are exactly that – miniature versions of your favourite cartoon characters. They defy all the known laws of physics and, with a wink to camera, can turn the most simple of objects into a weapon of mass destruction. Welcome to the world of the Tiny Toons.

All of this insane nonsense is about to be transported onto the sportsfield as Konami bring us the all new Acme All Stars. There are a few different sporting events that will be contained in the game and most of them need no introduction. There's football, basketball and a four-player obstacle race around a hazard filled course.

Choose football and you have to pick four Toons to play on your team, you can place each one anywhere you like, but certain Toons play better in certain positions. The ever popular Hamton Pig is a demon on the wing but is more ideally suited to the goal because of his rotund stature. Each Toon has his or her own special skill,

if you use this while in control of the ball, you will race up the pitch and have a better chance of scoring. Plucky the Duck will fly into the air carrying a 16 ton weight and drop it (along with his entire body) onto some other Toon's head while his beak carries the ball goalward.

This is excellent fun as you strive to bash as many of these Max clones as possible.

To the left is a great game of football but if Max isn't careful, he'll let in a goal. Buster and Babs are the two best players as they're very fast.

Above: This is the obstacle race against your friends, it's a button bashing exercise. At the moment Babs is last.

Basketball is just as much fun with all manner of special dribbling skills and slam dunks at your disposal. Again, each Toon is better in a specific area, although normally Buster and Babs, the two rabbits, are good at most things. There is also a race that allows you to compete against up to three of your friends around a track. Hammer the A button to get to top speed and manoeuvre around the obstacles. The fastest person over four laps wins. You can also let your friends join in on the basketball and football, so long as you have a four-player adaptor.

Start saving your pennies now as this will be the craziest game of football and basketball you've ever played. Just mind out for Plucky and his heavy behind.

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TINY TO ADVENTU

WILD AND WACK

Tiny Toons is a great cartoon, with all of the younger Toons doing what their loony forebears did best – pulling each other about and dropping pianos on each other's heads. But are they any good at sports?

Above: This is Plucky Duck in the middle of the bungee jump challenge. Try to collect as many points as possible before you get pulled up.

All cartoon characters seem capable of taking enormous amounts of physical pain – just in the pursuit of comedy. But what do they get up to when they're not out for laughs? If this game is anything to go by, they take to the sportsfield and do more of the same.

Tiny Toon Adventures – Wild and Wacky Sports has all your favourite Toons participating in sporting activities that range from bungee jumping to a strange event that has you catapulting yourself to the edge of a cliff and then braking at the last minute to avoid plummeting into the canyon below.

Above: This is the weightlifting event and Buster has already lept into the lead with Babs and Plucky fighting for second.

There are also more traditional sports that have been included, like the discus, pole vaulting, downhill skiing, and weightlifting, but all have an element of comedy stuffed down their sporting shorts. In the discus event, if you throw it too high there's the possibility of it hitting a UFO, or if you throw it into the crowd they'll all scatter as the discus hits the stands. The pole vault has you flying through the sky trying to catch as many stars as possible before you hit the mat... or the floor. Some of the games are simultaneous events that

THE CONTENDERS

In the wild and wonderful world of the Tiny Toons, there are some big name stars. These guys are closely related to other grown-up Toons – see if you can guess who they are related too. There aren't any prizes but you can at least consider yourself a top Tiny Toon spotter of the highest order:

BUSTER BUNNY

SPEED:
SKILL:
STAMINA:

BABS BUNNY

SPEED:
SKILL:
STAMINA:

PLUCKY DUCK

SPEED:
SKILL:
STAMINA:

TOONS TURES Y SPORTS

GAMES WATCH

VITAL STATISTICS

NAME	TINY TOONS ADVENTURES - WILD AND WACKY SPORTS
PUBLISHER	KONAMI
SYSTEM	SNES
PRICE	£49.99
SIZE	8 Mbit
AVAILABLE	NOVEMBER

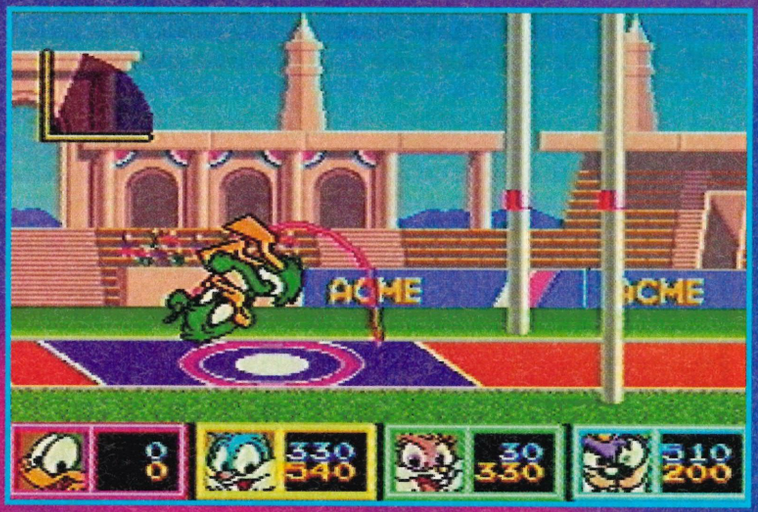
■ Left: Plucky, yet again, in the discus event. Mind out that you don't hit the crowd as that wouldn't be very nice. Notice the split screen action.

■ Left: More bungee fun as plucky goes head first - all in brill Mode 7.

require all four contestants to play at once. Skiing and weightlifting are both four-player events and you have to beat your opponents in order to carry on and score maximum points.

The craziest game of them all is bungee jumping, where you have to jump from a platform and bungee down to the ground and while you're down there, you have to collect as many points as possible before you get hoisted back up. There are extra time power-ups that you can collect to prolong your 'jump' and the person with the most points is the winner.

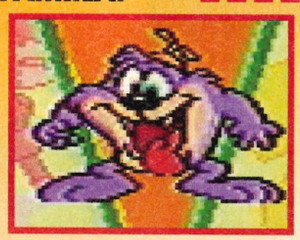
The style, look and sound of the cartoon has been transferred across onto the SNES and should please many fans of the show. With all the varied events that are included, this could well be a big hit this Christmas (especially if you get in the way of a speeding discus).



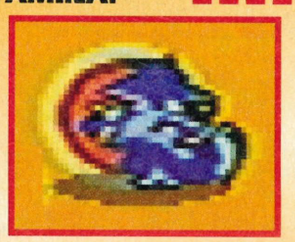
■ Above is the pole vault event and below is Montana Max's prize, need we say who'll win?

HAMTON PIG
SPEED:
SKILL:
STAMINA:

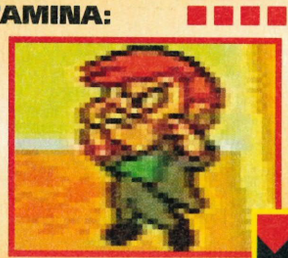
DIZZY DEVIL
SPEED:
SKILL:
STAMINA:



FURRBALL
SPEED:
SKILL:
STAMINA:



MONTANA MAX
SPEED:
SKILL:
STAMINA:



BRUTAL PAWS

It's a jungle out there if you're an animal. With no David Attenborough around to lend a helping hand the wildlife has turned to martial arts and a certain fighting tournament...

POWER PAWS

The Dali Lama chose his eight worthy contenders from all over the world. They dropped what they were doing to compete in the competition. With plenty of different fighting styles and strengths you're guaranteed some interesting battles:

IVAN THE BEAR

FIGHTING STYLE: SOVIET MILITARY
HEIGHT: 6 FT
WEIGHT: 250 LBS

Ivan is the strongest fighter in the whole world. His favourite attack is simply to hit his opponent – hard! He's an expert in hand-to-hand combat.

FOXY ROXY

FIGHTING STYLE: PENJAT SILAT
HEIGHT: 6 FT
WEIGHT: 160 LBS

She is a highly successful UN executive who is trained in the Indian Martial Arts. She is graceful but packs a mean punch.

KENDO COYOTE

FIGHTING STYLE: TAE KWON DO
HEIGHT: 6 FT 2 INS
WEIGHT: 200 LBS

Kendo is the pupil of Tai Cheetah but has none of the subtlety of his master. He sees fighting as a path to riches and his favourite attack is the Aerial Back Punch.

THE PANTHA

FIGHTING STYLE: CHIN NA
HEIGHT: 190 LBS
WEIGHT: 5 FT 8 INS

He is a brother of a black order of monks and doesn't believe in good or evil – just power! His favourite attack is Bashra Masut.

KUNG-FU BUNNY

FIGHTING STYLE: RELAXED PAW
HEIGHT: 5 FT 10 INS
WEIGHT: 100 LBS

This mad rabbit spent 15 years in a Shaolin temple studying his chosen martial art. He is known for his kicks that have been clocked at up to 120 mph.

PRINCE LEON OF KENYA

FIGHTING STYLE: JAH THE RIGHTEOUS PATH
HEIGHT: 6 FT
WEIGHT: 250 LBS

He fights in the tournament to avenge an insult from Tai Cheetah and Kendo. Leon has razor sharp claws and a truly terrifying roar.

TAI CHEETAH

FIGHTING STYLE: TAI CHI
HEIGHT: 6 FT 2 INS
WEIGHT: 140 LBS

He has perfected his fighting technique through years of solitude. Kendo Coyote is his brilliant student and his wish is for Kendo to succeed him.

RHEI RAT

FIGHTING STYLE: THAI BOXING
HEIGHT: 5 FT 11 INS
WEIGHT: 160 LBS

Rhei is the most successful Thai Boxer in the whole world with a favourite move called the Choking Neck Punch. He answers politely to no-one!

Just like the World Cup, the Dali Lama puts together the ultimate fighting tournament once every four years. He travels the world searching for the best warriors and judges them not only on their martial arts abilities but also on how much of the 'warrior spirit' they really possess. When he has selected worthy opponents he invites them to his peaceful island to compete for the ultimate prize – the Belt of Heaven (kinda like those WBO ones only whiter).

Eight characters make up the ranks in *Brutal*, and there are some real odd-balls, all with special moves and abilities useful for defending themselves and generally trashing their opponents. Characters like Thai Cheetah and Kung-Fu Bunny can really put on a fighting exhibition with fur and paws flying everywhere!

Up to eight players can compete in the game at the same time in a single tournament or split up into two separate teams out to defeat each other. Unlike other beat'em-ups, this game has a proper learning curve too. Not all the special moves are available at the start, they must be earned and learned through defeating each opponent. The player is then given a unique, personal password coded with the level of skill that they have reached in the game so far, so that they can return and play with the same attributes at a later date.

Gametek have really gone to town with the animation and special effects in *Brutal* in the hope of creating the ultimate beat'em-up with a high humour content to please the anti-violence mob.

One move that's not very nice is the face pull. Painful.

Backgrounds are full of movement, the main sprites move slickly and realistically and there are lots of neat touches to ensure top marks for presentation.

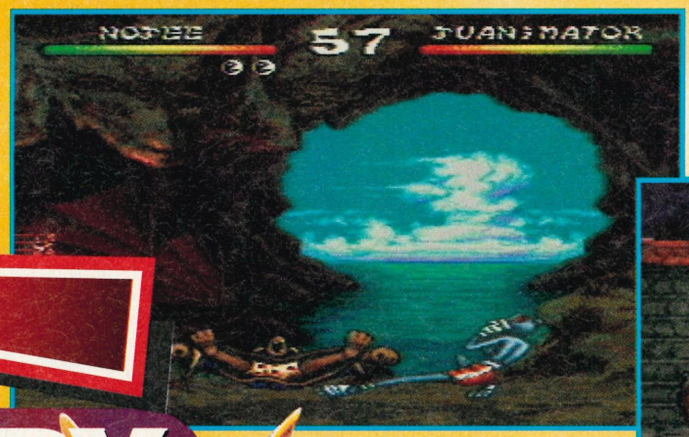
An instant replay option allows the players to go over the bout they've just played, speed it up, slow it down, play it backwards and discover where exactly they went wrong during the game – something very rare in a beat'em-up.

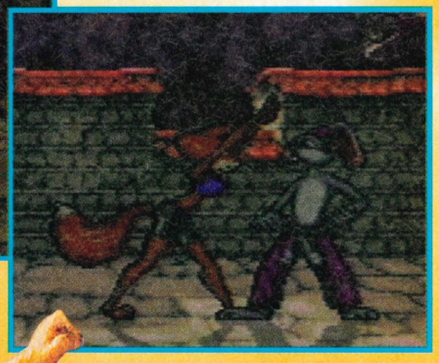
Expect *Brutal* to smash into your console around November time.

Hi-yaa! Being cartoons you get some great expressions as the battle rages on.

TAL OF FURY

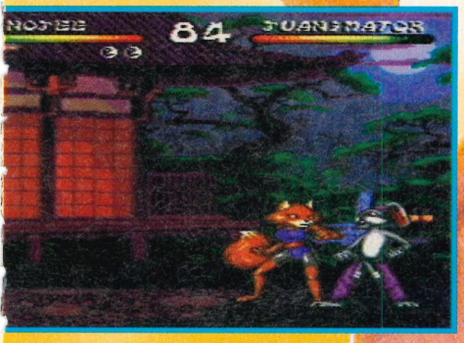
GAMES WATCH



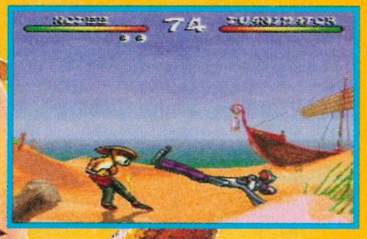


Whoops! Pantha makes a rare slip-up and shows us his boxers!

Above: The sharp claws of Prince Leon can do some real damage in *Brutal*. Avoiding them is the best way to survive to the next round.



The backgrounds are all locations around the Dali Lama's island.



VITAL STATISTICS

NAME: BRUTAL: PAWS OF FURY
PUBLISHER: GAMETEK
SYSTEM: SNES
PRICE: £TBA
SIZE: 16 Mbit
AVAILABLE: NOVEMBER

Love him or loathe him you can't ignore him. Who? Mickey Mouse of course, so grab your fake ears and join the club to celebrate the Mouse phenomenon as Mickey Mania celebrates 65 years of the world's most famous rodent.

MICKEY MANI

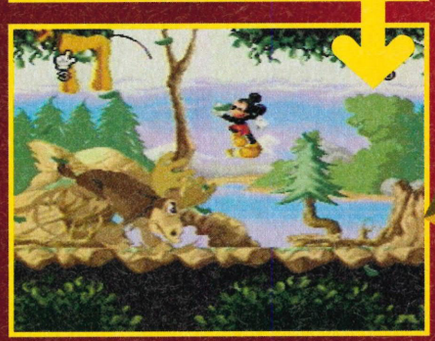
Mickey Mania is a tribute to 65 years of Mickey Mouse's madcap animated exploits on celluloid. Based on Mickey's five cinema classics, in a game set over 24 levels, *Mickey Mania* starts off with Mickey's first outing in Steamboat Willy in 1927 and chugs all the way through to his latest tale, The Prince and the Pauper. Special effort is also being made to ensure that the feel of each era's animated film is captured in the game.

The aim of Mickey Mania is to get to meet your five alter-egos and rescue them from the clutches of your arch nemesis, Pete, a strange, big-nostrilled character who is probably a cat, but then who knows – what's Goofy supposed to be? Anyway, in the first part of the game (the Steamboat Willy stage) you start in monochrome with Mickey being the only bit of colour in a grey background. It even has a grainy film flicker at the beginning before you have to dash around to rescue Steamboat Willy, thwart Pete and smile as the colour is gradually bled in – a nice touch.

Then you move into the 1933 movie, the Mad Doctor, where you have to deal with a, well, mad doctor and his chemical warped mind. In the 1937 classic, The Moose Hunt, you guide Mickey through the woods with the help of your trusty hound Pluto pointing to the on-coming stampeding moose before you're allowed to embark on a Mode Seven moose chasing extravaganza.

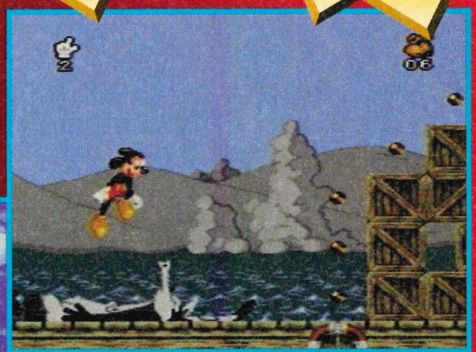
The next part of Mickey Mania is based on The Lonesome Ghost from 1937, again starting off in the snow outside a haunted house where there are bowler-hatted ghosts trying to halt your progress with bat swipes and throwing their hats, Oddjob style, not forgetting all of the eerie background effects and moving steps. Then it's Mickey and the Beanstalk taking Mickey's adventures a further decade into the future in 1947, where Mickey takes on the role of Jack and has to wander around a mystical land full of giant butterflies, bugs and dragonflies. Finally, the later part of the game is based on the 1990 film the Prince and the Pauper with big bad Pete making a reappearance to try to sort out the two Mickeys, aided and abetted by a load of massive weasels that stand around, getting in the player's way.

This isn't going to be a standard



All Disney characters © Disney

Above: Good old Pluto. As you wander into the woods your pet pooch turns and points at some trouble – a charging moose – jump for it!



Below: With your cart leap over these blades. Left: A swinging time!

platform affair, especially as the programmers previously developed *Puggsy*, a top mental platform challenge for Psygnosis and there are some neat cerebral touches in this game too, such as getting momentum on a swinging platform, mixing a selection of chemicals to get past a locked door and pushing tables along a level so that you can jump onto them and reach higher platforms.

With some spectacular ray-traced graphics developed on Silicon Graphics workstations, it utilises the SNES to the max with plenty of Mode Seven and extra levels of parallax scrolling. There are a grand total of 1,457 individual animation frames somehow crammed into the cartridge with the rest of the backgrounds and animations all touched up on the Amiga DPaint package from the original black and white Disney line drawings. The character voices and noises were provided by Disney themselves and the music, by Rotherham firm Krisalis, adds to the all-round be-boppy happiness of this smiley game.

Developed by Traveller's Tales, the creators of Psygnosis games such as *Leander* and *Puggsy*, this is their first real major bite at the king-sized game cherry and they not only have to impress the mighty Sony and the powerful Nintendo but they really need to impress the enormous Disney. Taking nine months to get to this stage of development, the team working on *Mickey Mania*, headed by Jon Burton and Andy Ingram, have produced a game with a stunning amount of potential.

With an over-the-shoulder involvement from Disney, Traveller's Tales have had to compact incredibly detailed Disney animation frames into a cart of only 16 Mbit and from what we've seen, Disney should be impressed. Of course, with Sony paying the bill for the licence, and each animation still-frame reputedly costing somewhere in the region of £300, *Mickey Mania* certainly has some mighty hefty backing.

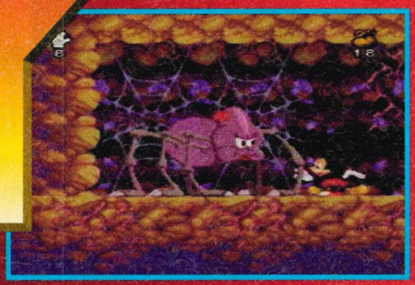
Due out in time for Christmas, Sony are pretty confident that this will be one of the console game of the year – who are we to disagree? It has all the potential right there in the grey cart case. Interested? **Games World: The Magazine** certainly is so get ready to scream and jump on those chairs folks.

GAMES WATCH

VITAL STATISTICS

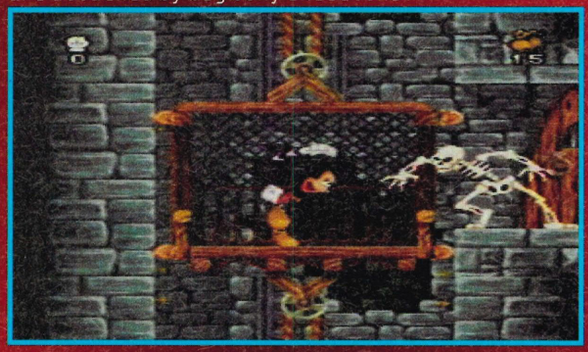
NAME	MICKEY MANIA
PUBLISHER	SONY IMAGESOFT
SYSTEM	SNES
PRICE	£TBA
SIZE	16 Mbit
AVAILABLE	DECEMBER

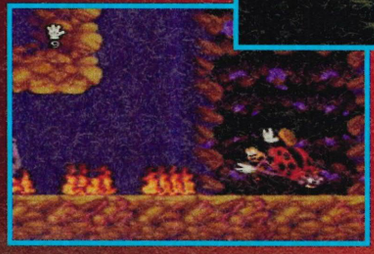
Right: One well aimed throw and the weasel is caught with his trousers down. Below: This spidery boss is too close for comfort.



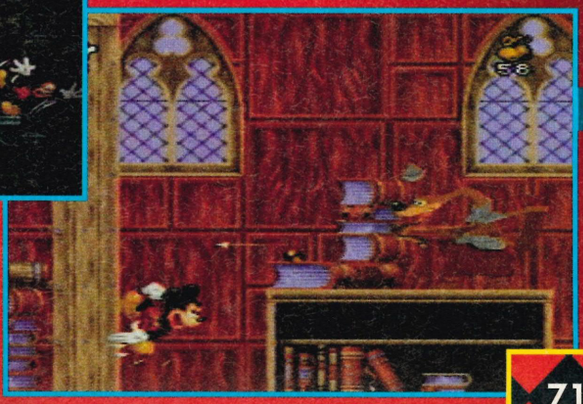
After hopping over the moose you then have to try and run away in Mode 7 scaling just don't fall over.

Below: Lifts are pretty useful additions to help out idle mice but they're not fast enough if you are attacked by big bony skeletons!





Left: A lady bird whisks you out of the clutches of the boss spider and saves the day.



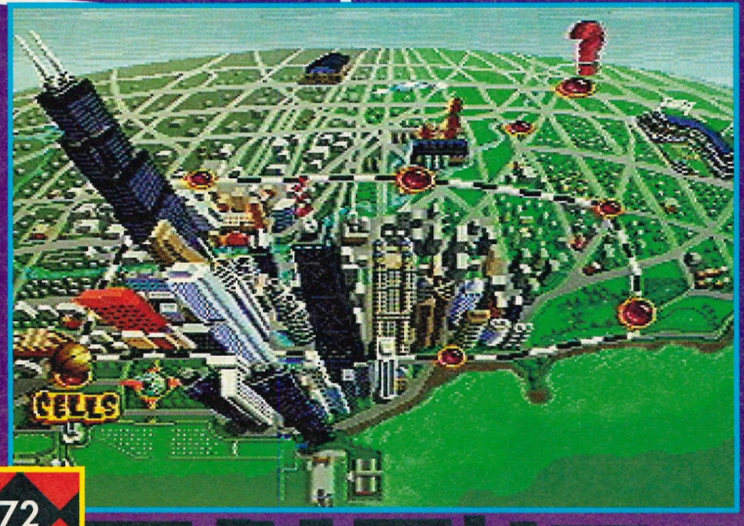
MICHAEL JORDAN IN CHAOS IN THE WINDY CITY

Michael Jordan is one of the greatest players ever to grace any basketball court. He's made more money in one year than we could ever hope to earn in a lifetime and he still has to go and make a videogame. Stay tuned as we go slam dunking with the man himself.

Jordan is one of the biggest household names in America. All the kids want to be like him. All their parents want wages like him. He has his own brand of Nike training shoes and is basically a God to basketball fans.

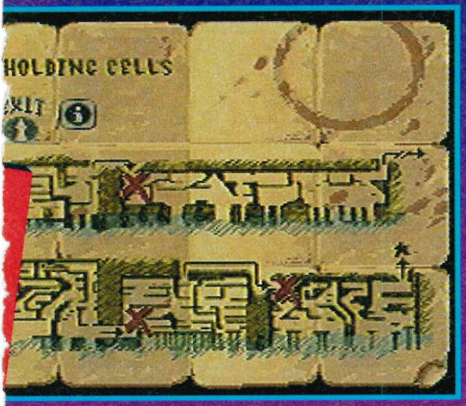
In this enormous adventure Jordan must set out and rescue twenty of the best basketball players from around the world, who have been kidnapped by the evil Dr Max Cranium. Using his super dunking and passing skills, Jordan must rescue all of the players and destroy Cranium's henchmen who are holding them hostage.

On his way he can pick up a selection of powerballs that will add a bit of power to his arsenal. Balls that home in on enemies, freeze and burn them, are all at your disposal. If you pick up one of these power-ups then your task against Cranium's men will be made a whole lot easier. There are seven in all and apart from those listed



■ Below: A map of the windy city, with the red lozenges being locations you're allowed to vist throughout the game.

GAMES WATCH



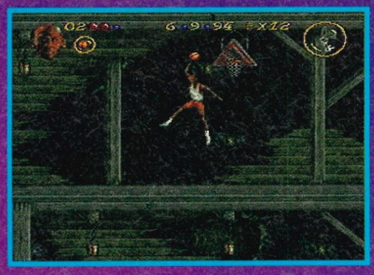
Above: It's a bit scraggly and coffee stained but you are given a map just before you enter the level. Study them well – you need a bit of help.

there's also an Earthquake ball that shakes the screen and a Bomb ball that rolls along the floor and knocks over the enemy like skittles. Added to this there's also a rebounding ball and a boomerang ball that twists round corners.

Jordan was the star player for the Chicago Bulls and as such, this is all set in the Windy City itself. The scenarios that you must conquer, in any order you like as there's no set route, include a scientific lab with loads of top-notch research equipment and a Warehouse level that's home for hundreds of neatly stacked packing crates. Inbetween each level there is a sub level on the 'L'. This is the common name for the Elevated Railway in Chicago and Michael must leap from carriage to carriage in order to get to his destination. Why doesn't he just pay his fare like anyone else? He gets paid enough!

Scattered throughout each level are hordes of power-ups that take the form of sports drinks and cereal boxes, for extra health and a number 23 shirt (Michael's number) for an extra life. Also on each level there is a 30 second bonus game that will give you more points and lives. At the end of each level there is a big boss that must be defeated by throwing balls at his head and body.

Basketball is becoming immensely popular in this country and with the recent success of *NBA Jam*, the world's highest paid sportsman can look forward to raking in some more lovely money – probably.



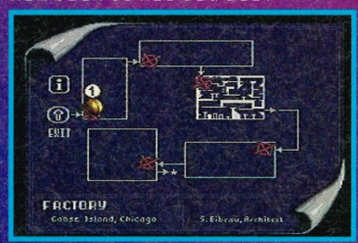
Above: Who's that standing by the green door? In the early levels you have to open the doors to rescue all sorts of informers.

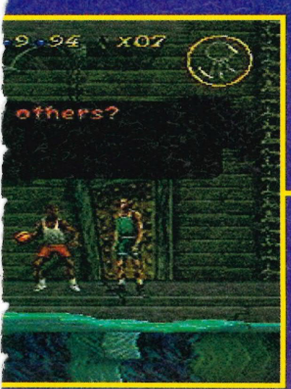
VITAL STATISTICS

NAME	MICHAEL JORDAN: CHAOS IN THE WINDY CITY
PUBLISHER	OCEAN
SYSTEM	SNES
PRICE	£TBA
SIZE	12 Mbit
AVAILABLE	NOVEMBER

Above: Use the basketball as a weapon by chucking it at enemies. Right: With all that money you'd think he'd find something more interesting to do besides dribbling.

Left: The trick here is to attack the mutant basketball-head in the green shorts to save him and bring him back to his old self.





During each level you get to rescue several basketball players. You must then ask the right questions to find the locations of others, like this secret love condo in the Castro.

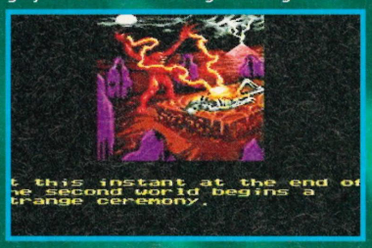
SHAQ FU

VITAL STATISTICS

NAME : SHAQ FU
PUBLISHER : OCEAN
SYSTEM : SNES
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : TBA

Shaq is big. Now when we say big, we mean BIG. He earns big bucks, he's big in height, he has big feet and he's a big NBA basketball star. The thing is, will he be big enough to create a potential big hit console game? We check out Shaq Fu.

■ Below: Shaq stumbles over a strange ceremony with a red guy and lots of lightning.



Shaq Fu features the hottest property of the NBA, rookie star Shaquille O'Neal. Shaq, as he is known, recently signed for NBA team Orlando Magic for a reported $42 million and is already known as the model NBA star of the Nineties, tipped to take over from Michael Jordan. He's a big lad too, 7'1" tall and weighing in at 300lbs. Wearing size 22 high-tops gives him a menacing appearance on-court earning him a deservedly rough and tough reputation.

So this is a basketball game, right? Well, let me explain, it's quite a convoluted story. Although the game hails from Ocean, Shaq was signed up under the auspices of the EA Sports label but the title he's endorsing is definitely not another basketball game. With his tough reputation and hip 'attitude' they decided to go ahead with an all-singing, all-dancing beat'em-up in the classic style but (you guessed it) featuring Shaq.

Apparently, the reason for this is that when Shaq toured Japan with his basketball team, while thumbing through an ancient book on martial arts, he's mysteriously transported into another dimension. While on this mysterious plane of existence, Shaq is pitted against 11 competitive fighters with amazing fighting and magical abilities. One by one, as he beats his opponents, he gets to learn that they are servants of an evil Warlord trapped in another dimension.

Players can choose to be Shaq in the one player mode and take on the 11 different fighters (including the Warlord in two different forms). Shaq can also take part in a tournament mode, where one or two players can chose any of the 12 characters and fight through the ranks to victory. Each fighter has their own attack speed, unique fighting techniques and special moves to perform along with their deadly, special 'power' move.

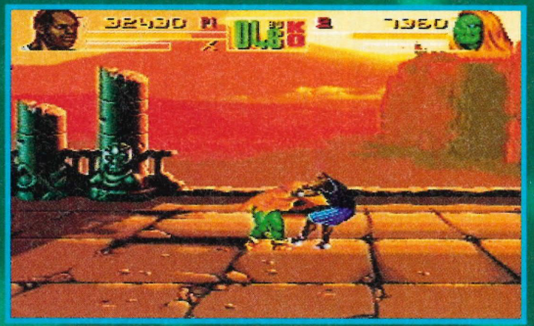
All of this fisticuff action is set over 11 unique multi-screen-scrolling backdrops as diverse as a Hindu temple, a waterfall, a dense jungle, a dark cave, inside a crypt, in a desert, inside a laboratory and even in the Andes mountain range.

Potentially, *Shaq Fu* could be one of the biggest beat'em-up hits of the forthcoming months. Developed by Delphine Software – creators of such fluidly animated big time hits such as *Another World* and *Flashback* – the graphics are rendered and rotoscoped with a class of animation that really has to be seen to be believed.

At the moment *Shaq Fu* is looking slick but just how well it will stand up against the likes of the two established heavyweights – *Super Street Fighter II* and *Mortal Kombat II* – will be decided over several bouts of reviewing later this year when *Shaq Fu* is complete.

■ It's time to kick seven bells out of this Mephis guy with a bad green skin problem.

■ Here's one of the opponents, like a mummified american football star.



■ Alright greeny, grab my shoulders then lean on back.

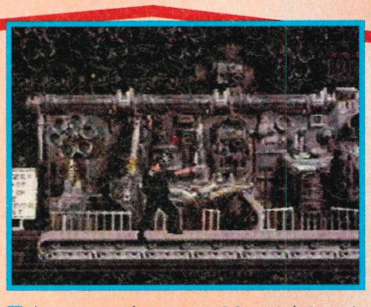
TIME COP

GAMES WATCH

VITAL STATISTICS

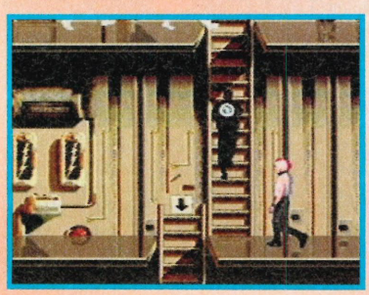
NAME : TIME COP
PUBLISHER : JVC
SYSTEM : SUPER NINTENDO
PRICE : £TBA
SIZE : 16 Mbit
AVAILABLE : DECEMBER

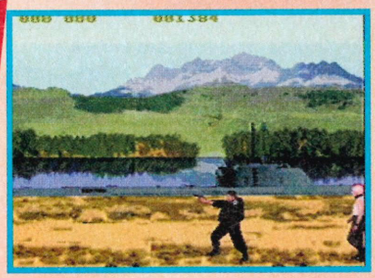
Everyone dreams of going backwards and forwards in time, putting right what once went wrong, but not many get to do it – unless they play this new platform shoot'em-up, Time Cop!



Jean can jump, roll, skid and shoot his way through the game to sort out the bandits.

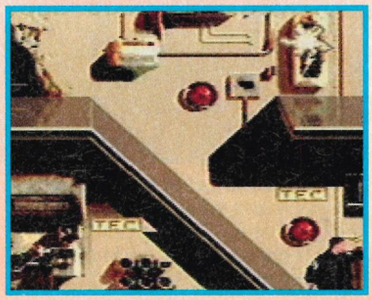
Tipped to be a block busting success around Christmas time is a new action adventure movie featuring *Universal Soldier* star Jean-Claude Van Damme. The opening scenes are set in the year 2004 when a scientist has invented a machine that will allow time travel. Jean-Claude plays, believe it or not, a Time Cop (hence the title of the movie) whose job it is to travel about in time solving previously unsolved crimes.





The digitised characters and backgrounds make a game that's a visual treat. Jean Claude has never looked so good!

The Super Nintendo and Sega Mega-CD games being developed by Victor Software in Japan aren't based on the script of the movie, they take over where the action ends. Each level is a different time zone where villains are causing havoc. Time Cop monitors these times and then sets off to foil these dastardly deeds.



The finished game will have fifteen or more levels (they haven't decided exactly how many yet) plus a battery back-up all packed into a 16 Mbit cartridge. The time zones will include 1929 New York with gangsters and their molls strolling about with violin cases under their arms, 1944 Dormond with a tale of Nazis and gold and into the future with Los Angeles in 2144.

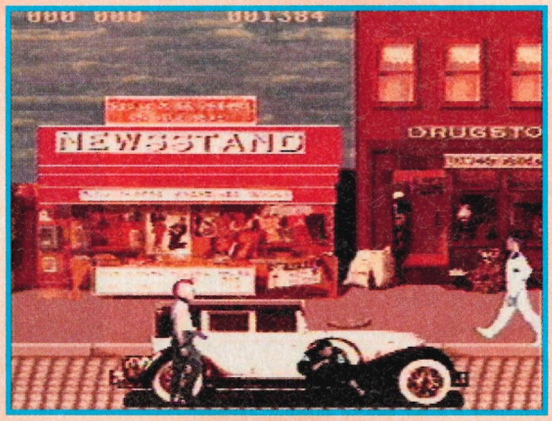
Each level has a number of shoot'em-up elements with the Time Cop armed with various weapons depending on the time zone he's in. It would be no good having a pistol from the 1920s to sort out the villains in the Twenty Second Century! On top of the platform shoot'em-up sequences there will also be two Mode 7 sections in the finished game where the Time Cop is going through the time machine.

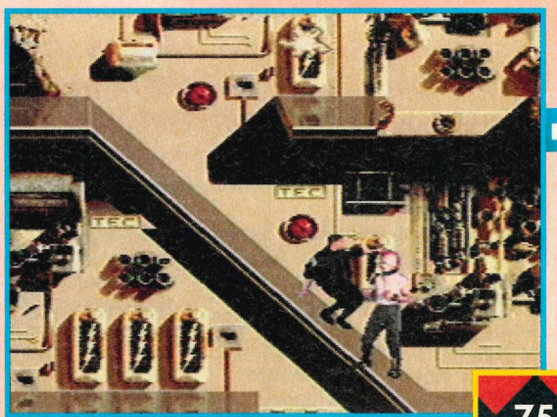
Woah! That's one heck of a punch that this punk delivers. Better keep your distance.

All the sprites and backgrounds have been created using digitising equipment then animated on the SNES. Jean-Claude has gone through his movie paces in front of the game designer's cameras many times to create his main sprite and the effect is a highly realistic representation. He slides, runs, jumps and shoots as if he were on the big screen!

Everyone loves a tale of time travel. You only have to look at the success of the *Back to the Future* trilogy or the excellent *Quantum Leap* series to see that. Fans of these two will no doubt be flocking to the cinemas come Christmas to experience *Time Cop*, and we'll being you a review of the game on release.

Scale models of each backdrop were created for the *Time Cop* game and then videoed. These videos were then digitised into a SNES development machine to give what you see here. Using this technique the team create a realistic looking game.





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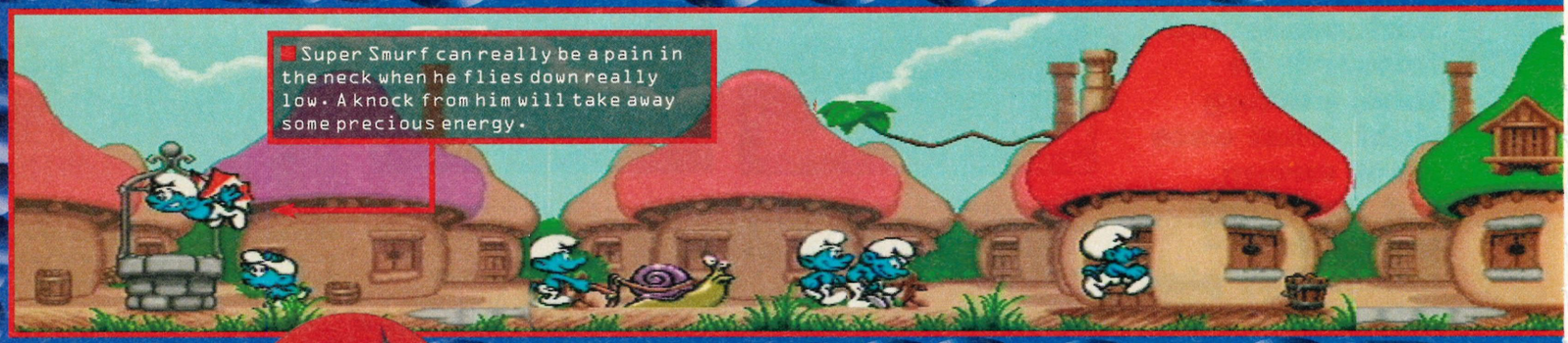
THE SMURFS

Remember the Smurfs? Those little blue people with white hats and shoes that were all the rage back in the Seventies. No, nothing to do with illegal substances, just Smurfin' good fun...

Prepare yourself for the Smurf explosion. The childhood heroes of the Seventies are all set to make a comeback with a new record, trendy hats and lots of loveable figures of them in various crazy poses. The first bombshell from this Smurf revival is this platform game from Infogrames.

Gargamel, the arch enemy of the little Smurfs, is up to his old tricks again. He has Smurfnapped Brainy Smurf, Jokey Smurf and Smurfette and plans to do nasty things to them with some fearsome tickling sticks! Only the bravest of these little blue critters could possibly get them back so in steps Hefty to kick-off the rescue mission.

The Smurfs is a platform game in the traditional style. Bouncing on the heads of enemies will kill them, water puddles will slip your Smurf up and there are raspberries to collect for extra strength. Being a Super Nintendo game you can look forward to a fast and frantic 3D race down a snowy mountainside and meeting up with some full screen size guardians at the end of each section. A fire-breathing dragon, snappy Venus fly trap plant, scratching cat and old Gargamel himself will stomp around in



■ Super Smurf can really be a pain in the neck when he flies down really low. A knock from him will take away some precious energy.

BATMAN
The Animated Series

Batman is still a popular crusader against the forces of evil in Gotham City. There have been numerous films, books and comics all about this fascinating hero. Now, the new animated series has also spawned a game.

Batman the Animated Series is a popular slot on Saturday morning TV. It may not quite have the glowing phone, Zap!, Kapow! or "holy cliché!" of the live action series but with its moody look it should make a great game.

With graphics that are surprisingly familiar (they should be as they've been created from the animation cells used in the cartoon) the 16 Mbit cart has all of the Batman's worst enemies concealed within. There's The Joker, Poison Ivy, The Penguin, Catwoman and Mr Freeze. They all make appearances at some point in the game and what's more than likely is that you've got to fight to bring them to justice. Batters is not all on his own in this game though as he has the help of friends like Robin, Commissioner Gordon and, of course, Bat Girl.

■ Left: Batman crouches down before starting a fight with Catwoman. She's all claws.

All of the action is spread over nine levels and there are plenty of scenes that utilise the SNES's Mode 7. There is a level that takes place on a rollercoaster and there's also a Mode 7 bit where you get to a loop the loop and the screen turns upside-down! Other levels include a rooftop chase with Catwoman and a fight over Gotham on top of your Bat-Wing, trying to catch up with the positively huge airship that contains your gleefully tittering foes.

Although this is primarily a side scrolling beat'em-up with different types of level, you don't just have to use your fists. In your utility belt you have all manner of weapons to take out your opponents. There are Bat Stars (shurikens) and Batarangs, gas grenades and infra-red goggles to

■ You'll have to defeat this large toy soldier to progress any further.

GAMES WATCH

FS

Some objects are impossible to pass until you blow them sky high.

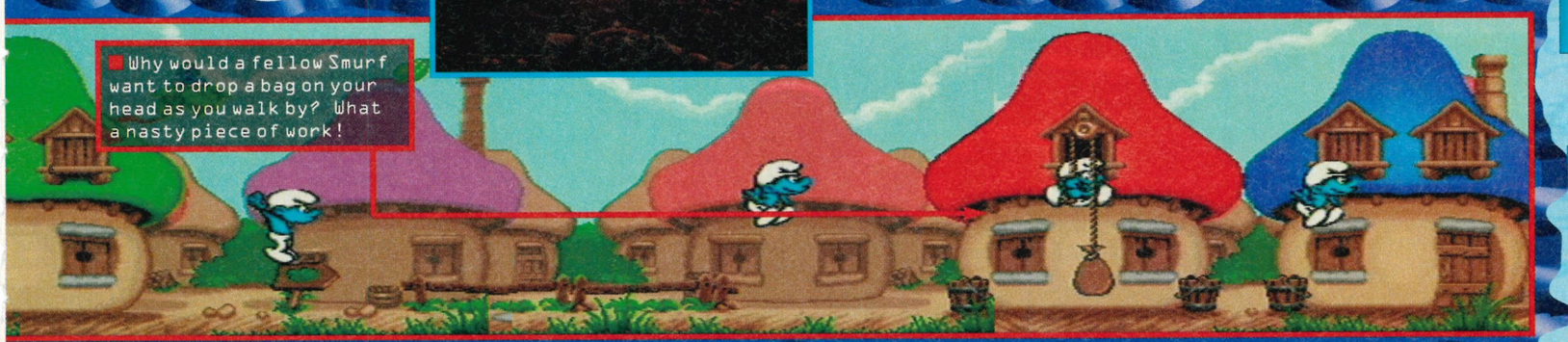
an attempt to squash any Smurfs silly enough to get in their way. Fortunately there are some weapons to help you to defend the little blue geezers. One level has cakes to throw and another gift-wrapped prezzies!

With lots of gorgeous backdrops, ingenious level layouts and nice big sprites hopping about. *The Smurfs* is set to take the SNES world by storm. Watch out, Smurfmania is coming – lock up those helium tanks!

Above: Don't get too close, this is one dragon who's never used Listerine. Scorching!

VITAL STATISTICS

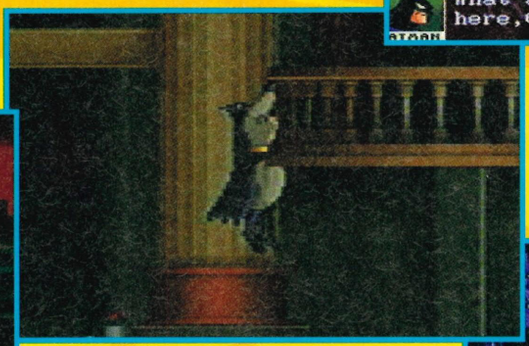
NAME: THE SMURFS
PUBLISHER: INFOGRAMES
SYSTEM: SUPER NINTENDO
PRICE: £TBA
SIZE: 8 Mbit
AVAILABLE: OCTOBER



Why would a fellow Smurf want to drop a bag on your head as you walk by? What a nasty piece of work!

help you see in the dark.

Batman the Animated Series should transport you to the seedier side of prosperous Gotham City in November. It's a place where innocent bystanders scream, supervillains cackle but Batman always has the last laugh.

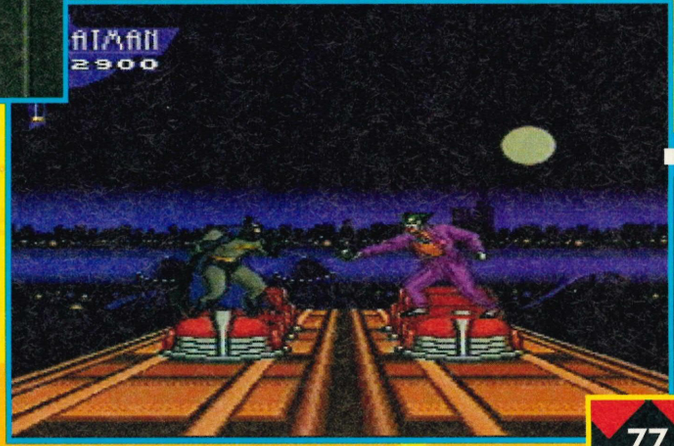


Below: Batman and Joker come face to face during a rollercoaster ride. Batman's having a ball.

VITAL STATISTICS

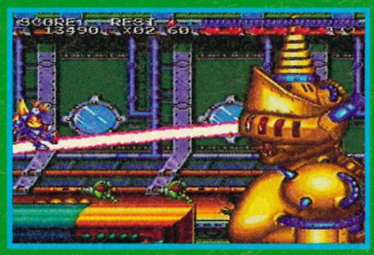
NAME: BATMAN THE ANIMATED SERIES
PUBLISHER: KONAMI
SYSTEM: SNES
PRICE: £TBA
SIZE: 16 Mbit
AVAILABLE: NOVEMBER

Below is a huge airship that you must clamber aboard.



SPARKSTER

Sparkster was a bit of a star when he first appeared on the Mega Drive back in October of last year. Now he's ready to break into the limelight that is the SNES. So just who is this great ball of fire?



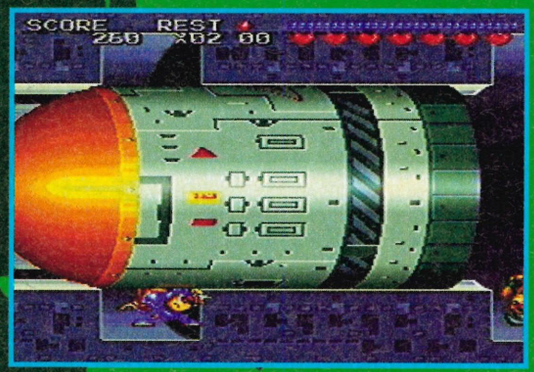
An armoured guardian gives our hero a laser-hot foot. Give hm a taste of your flaming sword!

Sporting the very latest in designer rocket packs, Sparkster smashes onto the screen and nearly has someone's eye out with his exhaust. Within seconds he's busy brandishing a sword that, when he gets that handy upgrade, will suddenly burst into flames. Sparkster certainly knows how to make an entrance onto the SNES.

He has appeared on the Mega Drive twice before but although this is the first game to reach the SNES, it's more like the second Mega Drive game than the original one. Having defeated the evil Pigstar in the first game, Sparky now has to kick some more alien hide in order to get to the end of the game and destroy the gigantic, planet-busting rocket, that's about to, erm, bust a planet. There are 11 levels of pure platform action and you'll have to use your rocket and spin attacks to get him through to the end.

Sparkster's main weapons are his sword and his rocket-propelled swoop. A normal sword swipe is usually adequate for taking out some nasty, but you'll need to use a rocket attack if you're going to defeat the huge numbers of Wolf soldiers that are ganging up to pounce on you inbetween hiding behind their shields. There are two stages of power for your rocket pack: The first is Red and this lets you charge about the screen. If you continue to power-up then you will reach the White stage and this will allow you to spin as you fly and kill major bad guys. Unique to the SNES version is a flip attack that will help you to regain your balance as you're falling through the air – Sparkster gets vertigo if he's too high up! Pressing Left or Right will sort this out. It can also be used as a handy attack and for getting across tricky gaps. All of these features; like the spinning Hi-Res torpedo, the massive pyramid level (that has all manner of sneaky traps like a room with a falling ceiling) have been squeezed onto an 8 Mbit cart.

With the Christmas rush about to start soon, Sparkster is sure to snuggle up close to a Christmas tree near you this winter. Just be sure he doesn't get all excited and set fire to the tinsel.



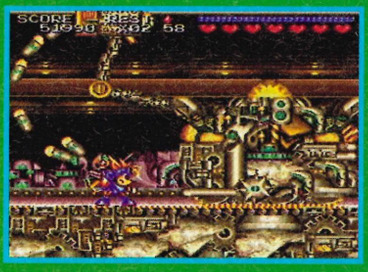
Below: Jump into a bionic bird and you'll soon catch up with this wolf.

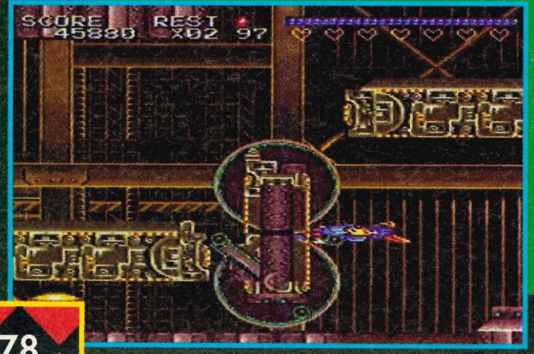
"Spare change guv'nor?" This miserable metal-head needs a good clobbering.

VITAL STATISTICS

NAME:	SPARKSTER
SYSTEM:	SNES
PUBLISHER:	KONAMI
SIZE:	8 Mbit
PRICE:	£49.99
AVAILABLE:	NOVEMBER

He missed this time but roasted opossum is still on the cards if you don't do something, fast.





Below: One tough wolf boss. He may look like he's playing the tom-toms but he'll give you a real headache.

BLACKHAWK

A colourful platform adventure that combines elements from those classic games Flashback and Prince of Persia, BlackHawk is one of Interplay's big releases for later this year.

GAMES WATCH

VITAL STATISTICS

NAME	BLACKHAWK
PUBLISHER	INTERPLAY
SYSTEM	SNES
PRICE	£TBA
SIZE	16Mbit
AVAILABLE	DECEMBER

Modern day military captain Kyle BlackHawk has been thrown into an ancient battle to free his ancestors from the grip of the evil race holding them captive. More than a little surprised when his recurring dreams suddenly become reality, our hero is forced to face up to his destiny in a strange and timeless land as he's literally sucked through space into another universe by his tutor and mentor from years gone by, Galadril. Here, in the world of Tuul, he must once again restore the balance of power and overcome the evil Sarlac.

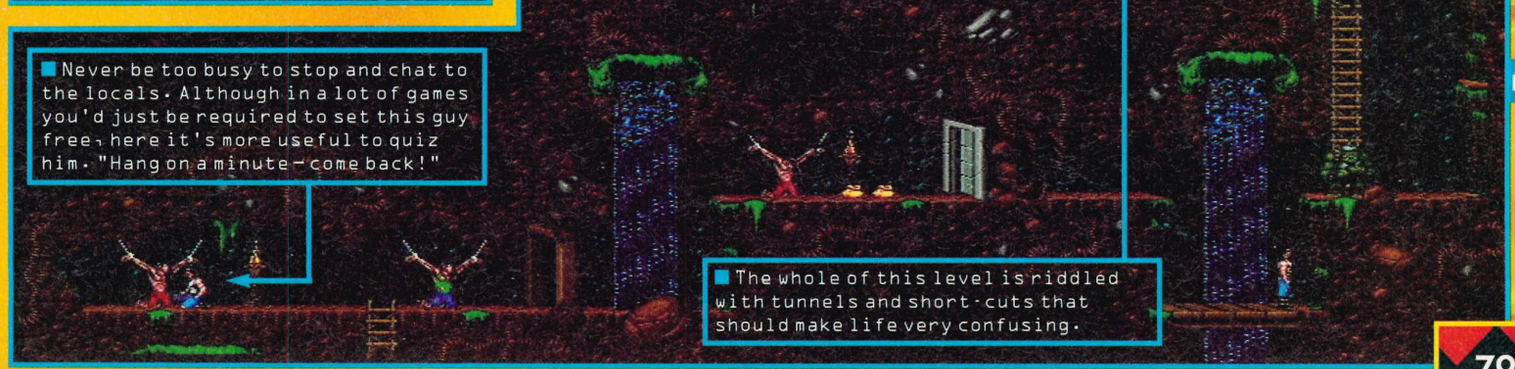
■ Lock and load before you climb down to face the enemy.

Spread across four different worlds, *BlackHawk* challenges the gamer as Kyle, complete with pump-action shotgun, has to run, jump and blast his way though a variety of scenarios and baddies in his quest to recover the lost pieces of the Lightstone that will once again free his imprisoned fellow Androthians. Each world contains four levels filled with prisoners and allies who must be spoken to in order to learn important information that will help you proceed in your quest. There are also many vital pick-ups that you will encounter along the way, these are necessary if you are to reach your goal. For example, many of the mutants will drop bombs after you shoot them and these are often the only way to get through closed doorways... boom!... geddit?!

Comparisons with products like *Prince of Persia* and *Flashback* are inevitable when you see the rotoscoped animation of the main sprite and the fluidity of his movements. He even produces his gun from a back holster at the press of a button, à la Conrad. The basic gameplay is also very much in the same vein with plenty of jumping, climbing and exploring to be done by this athletic main sprite. Backed-up with lots of digitised sound FX from Interplay's ARDI sound system, the overall feeling has the same air of quality about it as its eminent role-models.

Due for release late in 1994, *BlackHawk* will probably captivate gamers looking for a visually impressive graphic adventure. A gripping combination of fantasy and hi-tech firepower this is a gritty joypad adventure that may just surprise a few people around the end of the year.

■ Above: Blackhawk contemplates how to negotiate a nasty drop.
■ Below: You'll have to make your way through gloomy caverns full of tricky platforms and enemy sprites.

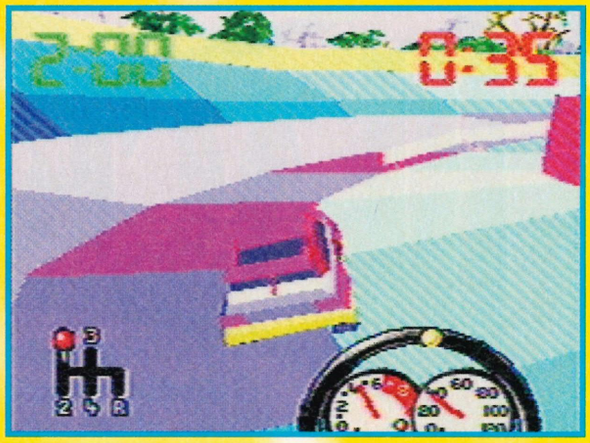


■ Never be too busy to stop and chat to the locals. Although in a lot of games you'd just be required to set this guy free, here it's more useful to quiz him. "Hang on a minute - come back!"

■ The whole of this level is riddled with tunnels and short-cuts that should make life very confusing.

POWER SLIDE

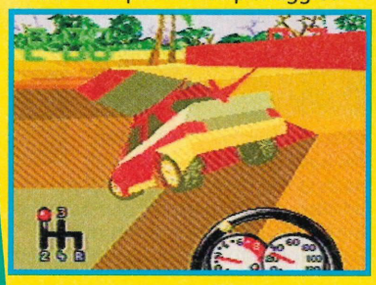
Ever fancied yourself as a bit of a speed freak? Tried the odd rollercoaster ride or perhaps a bit of knee-grazing skateboarding? Well, prepare for something that could make you look at life from a whole new angle, literally.

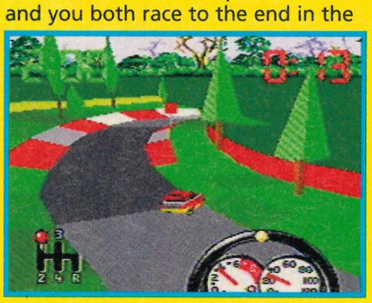


Most of the time, rallying is done in extremes, from the heat of the desert to the frost-bitten wilderness of Scandinavia. It's a great spectator sport, even if each sighting only lasts a few seconds. Buckle your seatbelts and get ready as *Powerslide*'s about to roar onto your SNES.

With a Super FX2 chip snuggled neatly next to its only 4 Mbit of ROM, *Powerslide* is all set to redefine the nature of racing games with its smooth graphics and lightning-quick gameplay. There are 15 different tracks for you to race on and you can either race against a friend or the clock. If you decide to race against a mate then the screen splits in two and you both race to the end in the fastest time possible. When it's against the clock you just jam the pedal to the floor and cane the car all the way to the end of the course – the best time wins.

■ It's a fast paced rallying experience, but ignore the colours – they'll be changed for the finished product.





STAR TREK

The original Star Trek series inspired a generation. Little boys still dream of piloting the USS Enterprise for themselves and taking on Klingon warships. Well, now they can, in this Star Trek bridge simulator.

STAR FLEET ACADEMY: THE BRIDGE SIMULATOR

One of the best moments from the Star Trek films is when the crew of the Enterprise is under attack from Klingon warships at the start of the second film. It wasn't a real attack, Kirk wasn't even at the helm, it was just a simulator. The mission was the Kobayashi Maru – the no-win scenario that Kirk actually won – by cheating!

Now this may seem like a load of Trekkie nonsense but now you can actually relive those moments and try and beat the Kobayashi Maru for yourself. You are a cadet at Star Fleet Academy and you must progress through a series of training missions that will test your skills as a starship captain. Not only is there the famous no-win scenario but you also get a crack at another five classic missions from the series and the movies. Apart from getting to swan around in the pride and joy of the Federation like some space-age joyrider, you can also take a Klingon Bird of Prey out for a test drive. Even the odd Romulan ship is available in the Federation showroom if you feel like a quick spin.

As you go through the 30 missions that are on offer, you will get helpful advice from some friendly faces, James T Kirk being one of them. While you're on a mission you can call upon any of the ship's functions to help you along; Navigation, Communication, Science, Engineering and, of course, the ship's Computer, are all there to be taken advantage of. It's not a lonely journey though as you will be given messages to guide you through a particularly tough patch.

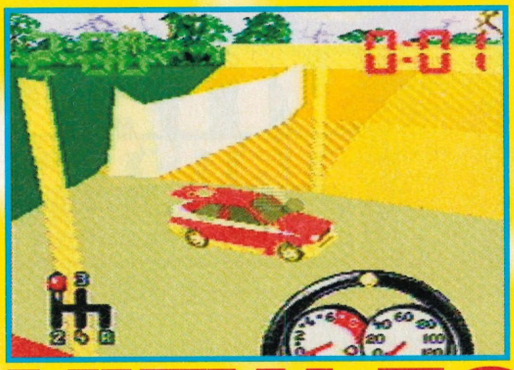
At long last there is an actual game that will allow you to follow in

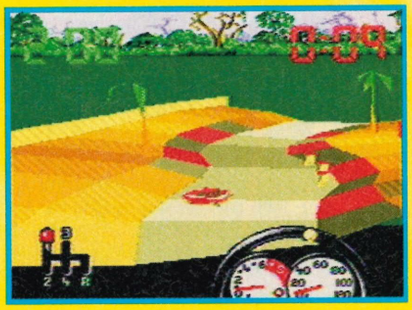
GAMES WATCH

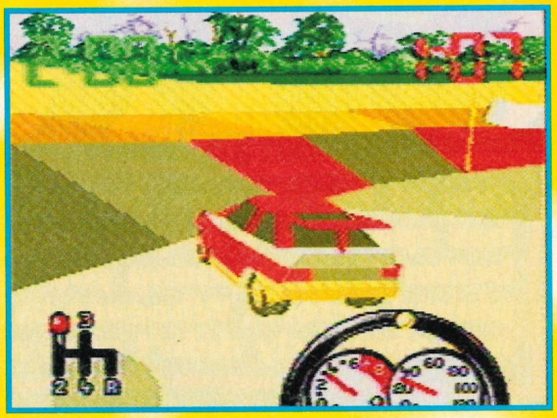
The look of the game is decidedly slick and there's even talk of them texture-mapping the car, giving that extra bit of realism. There are also an infinite number of viewpoints that you can admire the car from. If you press Select, you can alter the view and then drive your race from any angle. This has all been put together in the name of realism – even the sounds have been sampled from real rally cars.

The latest driving games are designed to let you leave the track to crash into trees and fences and plough-up hills. *Powerslide* is no exception to this trend as it will let you drive, crash, roll, smash and slide all over the place.

After *Stunt Race FX* and *Mario Kart*, *Powerslide* is going to have to be pretty good to pull ahead of the mystic aura that surrounds Nintendo driving games. With the advent of *Street Racer* rapidly approaching, *Powerslide* had better slip on the turbo and get ready for the race of its life.







■ You can zoom in and out and twist 360° around the car giving almost unlimited views of the action.

VIEW FOR A SPILL

VITAL STATISTICS

NAME : POWERSLIDE
PUBLISHER : ELITE
SYSTEM : SNES
PRICE : £TBA
SIZE : 4 Mbit+SUPER FX2
AVAILABLE : JANUARY

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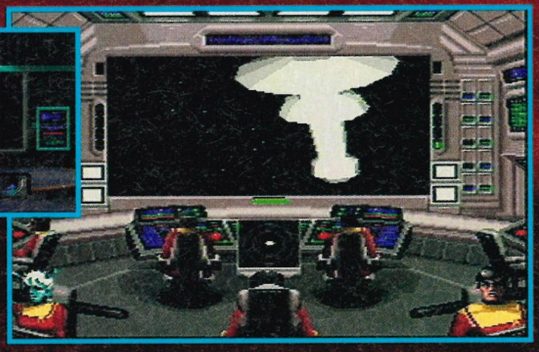
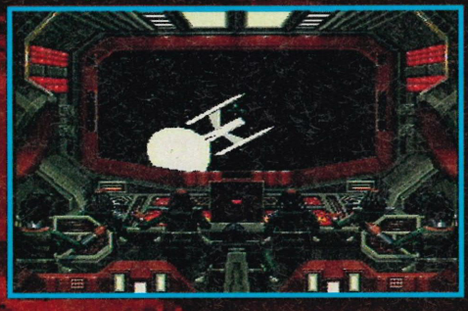


■ Above: This is a briefing showing you various craft. Below: The bridge of a Klingon warship.

the footsteps of Captains Kirk and Picard and, maybe one day, you could be flying through the cosmos where no-one has gone before.



■ Above: A Starbase. This is your next port of call after finishing the previous mission.

VITAL STATISTICS

NAME: STAR TREK: STAR FLEET ACADEMY: THE BRIDGE SIMULATOR
PUBLISHER: INTERPLAY
SYSTEM: SNES
PRICE: £TBA
SIZE: 16 Mbit
AVAILABLE: TBA

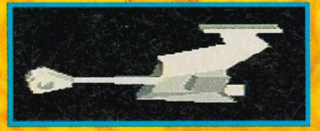
ROMULAN
■ Bird of Prey Class
■ Light Cruiser

THE CAPTAIN'S LOG

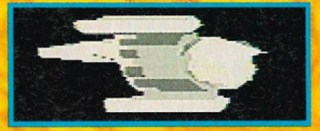
All of the starships that you can pilot are detailed as follows:

FEDERATION
■ Constitution Class
■ Heavy Cruiser

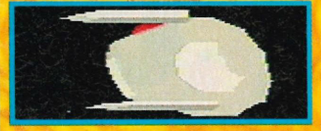
KLINGON
■ D-7 Class
■ Battle Cruiser



FEDERATION
■ Oberth
■ Science Vessel



FEDERATION
■ Miranda
■ Light Cruiser



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CANNON FO

One of the all time Amiga classics has spawned a sequel, bigger and better than anything you've ever played before. Whoever said war is hell obviously didn't own an Amiga.

Sensible Software's *Cannon Fodder* was the undisputed number one game of 1993 with simple but effective gameplay and a theme tune that just got inside your head and refused to budge. Now the guys at the leading Amiga development house have a surprise up their sleeves for all you soldier-blasting fans.

What could it be? *Cannon Fodder 2* of course! Somewhere in a dark corner of Cambridgeshire the programming team is locked in a room with regular deliveries of coffee to keep them topped up. They are busy devising levels, creating new graphics and working out how to make this game an even more fiendish challenge than the first one.

Every Amiga owner who played *Cannon Fodder* will agree that the game was virtually perfect in every way. The power-ups were just powerful enough, the graphics were small but perfectly formed and the levels had a difficulty setting that made you beg for more. So how will they improve on perfection?

They're not! Apart from designing a whole army of new levels and adding a few interesting weapons here and there the game is identical to the original – and that's definitely what all Amiga owners want. There were suggestions to include things like ground to air missiles and other more impressive weaponry but that would only spoil the feeling of vulnerability you get when playing.

Okay, we fibbed a bit. There are some new vehicles to drive around in for the new game, but they basically act like the original ones, they've just been redrawn to add a little variety. Jeeps chug and skid about in the mud a lot while choppers thunder ominously overhead.

Cannon Fodder 2 is going to be one mean sequel of a game. Dig your fox-hole a bit deeper, just in case.

VITAL STATISTICS

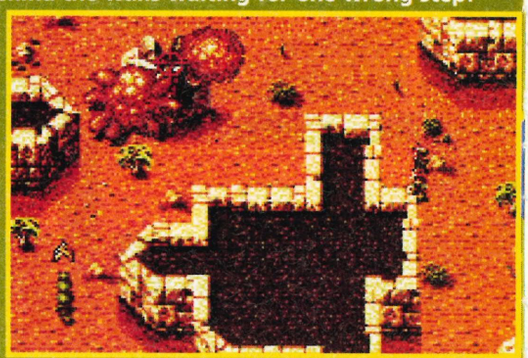
NAME : CANNON FODDER 2
PUBLISHER : VIRGIN/SENSIBLE
SYSTEM : AMIGA
PRICE : £TBA
SIZE : TBA
AVAILABLE : NOVEMBER

Storm the bridge and shoot like mad to make it to the other side. The Sensible soldiers are real tough nuts!

Tiny soldiers march about on the battlements ready to shoot anything that moves. Make sure you keep your distance.

THIS GAME WILL A-MAZE YOU!

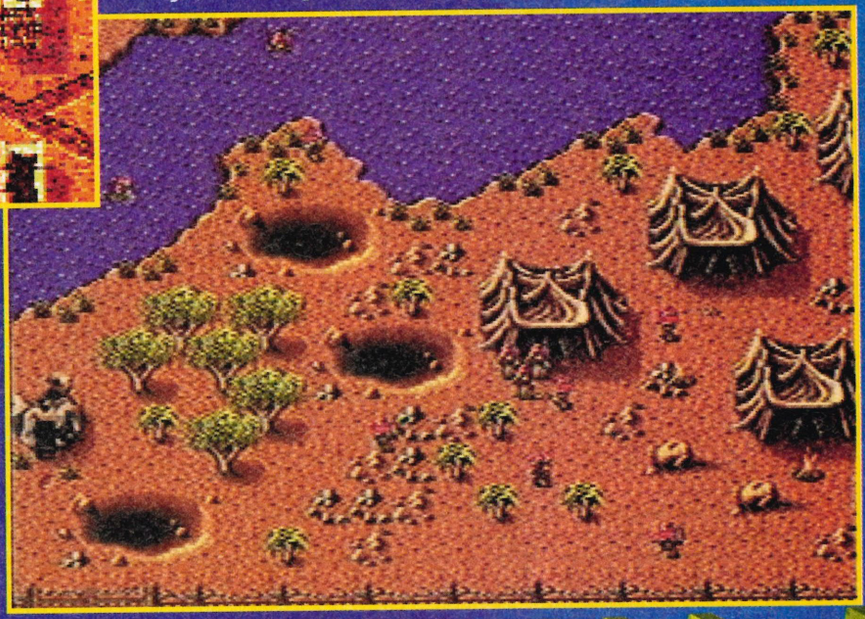
The guys at Sensible Software are busy devising some devilish levels for all *Cannon Fodder* fans to get stuck into. Maze sections like the one here are tricky, you've got to find your way through while looking out for snipers who can hide behind the walls waiting for one wrong step!



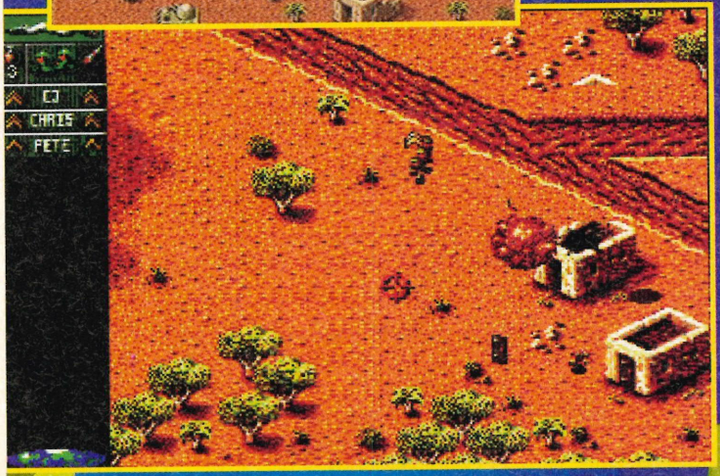
ODDER 2

GAMES WATCH

These maps give you an overview of each level and some idea of what is to come. Plot the best path through the chaos and get straight out there with all guns blazing.



Choppers and jeeps zoom around the game, some just get in your way but there are others that your soldiers can hop inside and take for a spin. Those enemy soldiers don't like being run over!



Watch their little green helmets flash in the sun, that's the enemy grouping down below.

RANK AND FODDER

Here are just some of the things that Sensible are putting into their masterpiece – *Cannon Fodder 2*. You'll have to wait a while before you can try them out though:

1. CROSSHAIRS

Well I wonder what these do! Use them to aim your bullets at any unsuspecting soldier.

2. EXPLOSIONS

It's best to keep away from these as they don't have a very nice effect on your men!

3. JEEP

Jump in and take a trip around the level. It's quicker than walking, but you become an easier target.

4. TENT

These don't offer much protection from the elements, in fact, they're not much protection from machine gun fire either!

5. TROOPS

These are the guys that have to do all the work. Keep them happy by shooting anything that moves.

6. WEAPONS

Collecting extra weaponry and ammunition is essential to completing a mission.

SKEL KR

When you die you're dead, right? Well that's the way it works in 1994, but in 2062 things are very different and you just might need the Skeleton Krew...

A company named Deadly Enforcement Aggressive Destruction Incorporated, or DEAD Inc for short, has taken over a monolithic cryogenics plant on the outskirts of Monstro City and you can bet that there are some very sinister goings on inside.

Terrifying cryogenic mutations known as Psykogenix start to appear around the streets and take over until the entire city is under siege. Special military men are despatched to clean up but all are lost in battle to the deadly Psyko Machine. Only one option is left, the Military Assertainment Department call on the services of a team of morbid mercenaries called the Skeleton Krew.

The Krew is made up of three characters; Spine, Joint and Rib, plus the operations vehicle Skulker. They've all got different speeds, power levels and weapons to help them dispose of the decomposing scum. Planets to be visited and wiped of Psykogenix are Earth, Venus, Mars and the psyko-formed Psykogenesis Planet.

The game is played in an isometric environment with each character split into an upper and lower sprite. Why? You may ask. Well, with two sprites making up each of the Krew they are able to move in eight directions and rotate their guns in a different direction simultaneously. This makes attacking enemies much easier.

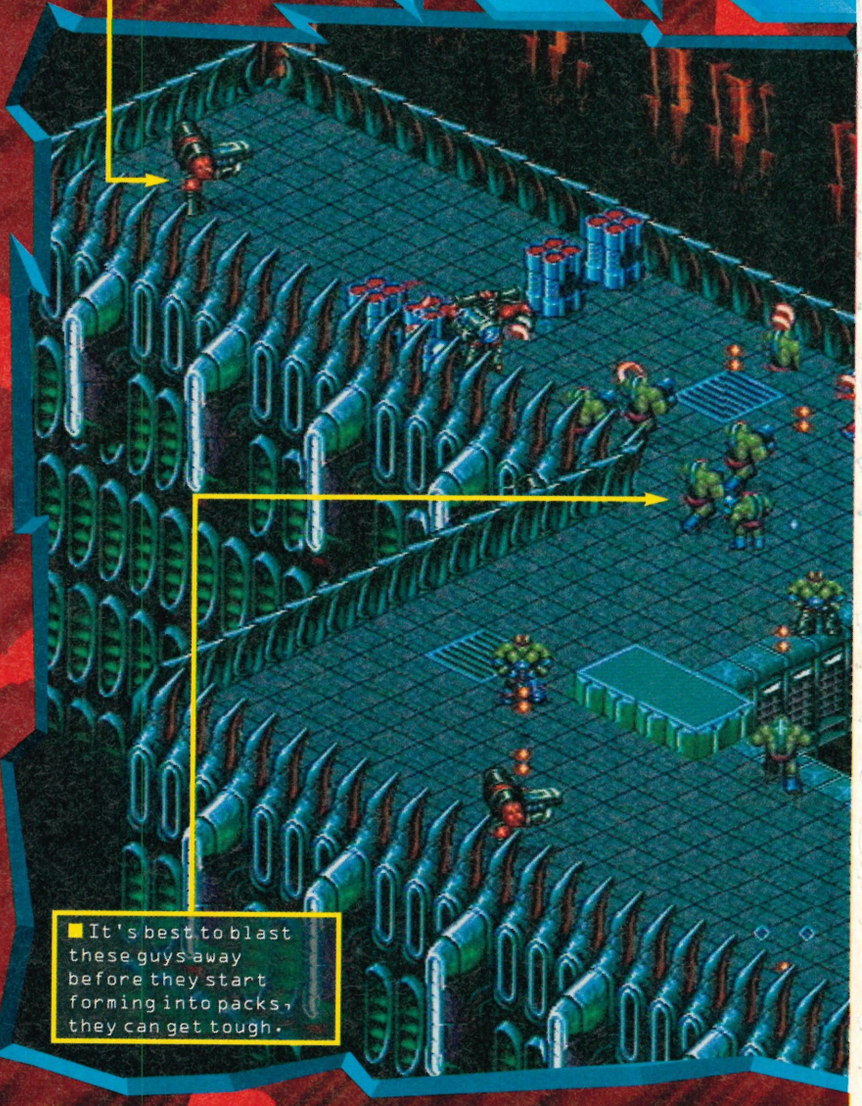
Each of the six levels has an exit guarded by a boss character and in the final battle you'll have to defeat two bosses. A Psyko Chopper, Thrumm, Lenz and the Psyko Machine are just a few of the other obstacles to negotiate (or terminate) your way around.

The difficulty curve in *Skeleton Krew* has been devised so that it rises steadily as you progress through each level, peaking at the sixth and final confrontation with the deadliest weirdoes. Passwords can be collected along the way with an option to input them on the intro screen. Animated introductions are also being created for each level to set the scene and inform the player of his/her objectives.

With lots of secret sections and puzzles to solve as you incinerate everything in sight this is looking like a promising Amiga blast. Mega Drive, SNES and CD32 versions are also planned with the console games packing a 16 Mbit cart so that you'll all be able to join in the skeletal fun!

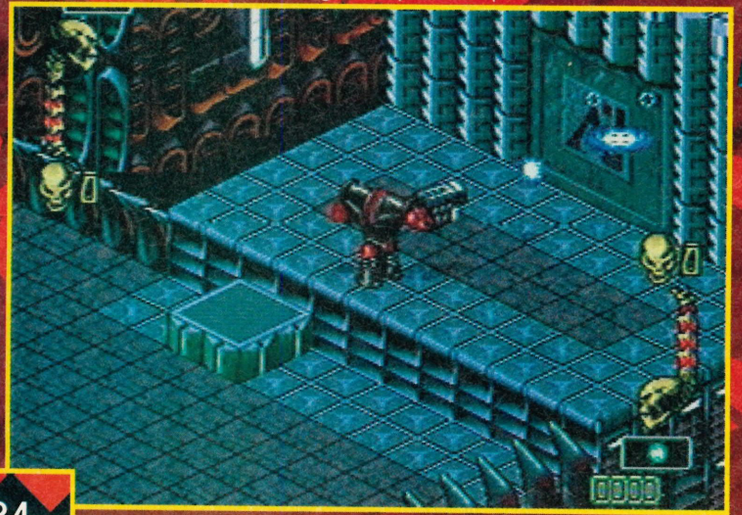
■ Time to select which of the Krew you're going to use in the game. Joint is powerful and well armed but he can only move along at a slow walking pace.

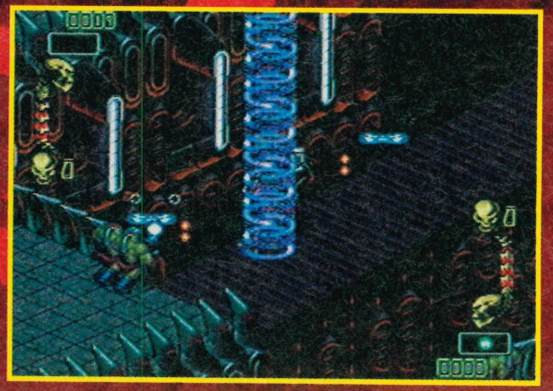
■ This is you, the main geezer with all the impressive weapons. Start kicking those aliens in!



■ It's best to blast these guys away before they start forming into packs, they can get tough.

■ Blasting the doors with any weapon that is available will usually destroy the locks and open them up. Inside you'll find all kinds of goodies waiting to be picked up.





■ Later on in the first level the enemies start to teleport into the game. Let too many of them arrive at once and they'll be a tough force to beat. Find a few extra weapons and just blow them to kingdom come. They deserve it.

ETON KREW

GAMES WATCH

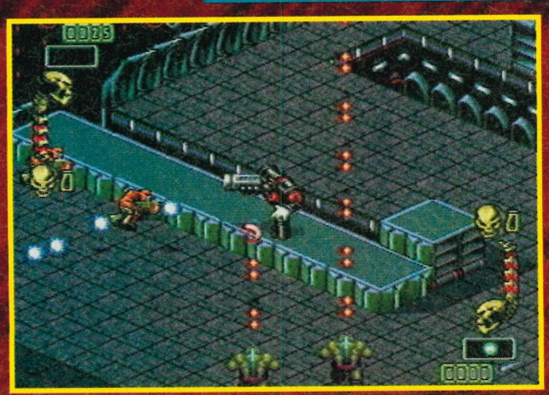
Each sprite has a top and a bottom, each with eight directions to move in – you can walk in one direction and shoot in another!

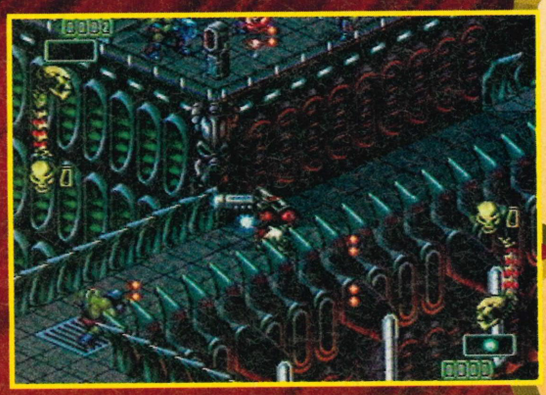
By shooting the door repeatedly the drawbridge will spring into life and you can cross.

These blokes look like they're asleep but they burst into life if you go anywhere near!

VITAL STATISTICS

NAME : SKELETON KREW
PUBLISHER : CORE DESIGN
SYSTEM : AMIGA 1200
PRICE : £34.99
SIZE : 2 DISKS
AVAILABLE : OCTOBER





THE KRAZY KREW

At the start of a one and two-player game each gamer gets to choose which of the Skeleton Krew they want to be. They've got some mean faces and strange hair-dos but there's also a tactical difference between them, so choose wisely:

SPINE

- **ORIGINAL KONCEPTION:** 2031
- **HEIGHT:** 6FT 4"
- **WEIGHT:** 240 LBS
- **POWER LEVEL:** 2
- **STANDARD WEAPON:** PULVERAX PLASMA-BEAM
- **SPEED LEVEL:** 8

JOINT

- **ORIGINAL KONCEPTION:** 2034
- **HEIGHT:** 6FT 2"
- **WEIGHT:** 504 LBS
- **POWER LEVEL:** 3
- **STANDARD WEAPON:** KRASH 'N' BURN BLASTER
- **SPEED LEVEL:** 6

RIB

- **ORIGINAL KONCEPTION:** 2039
- **HEIGHT:** 6FT
- **WEIGHT:** 140 LBS
- **POWER LEVEL:** 1
- **STANDARD WEAPON:** TRI-BLAST TRASHER
- **SPEED LEVEL:** 10

085 085 085 085 085 085 085 085 ...

AMIGA

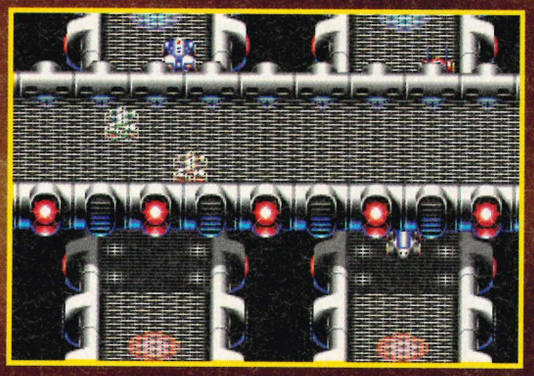
ALL TERRAIN RACING

■ Jump from the top of the canyon and you could be in for a nasty collision!

Yet again, Team 17 have got the motor running with All Terrain Racing, a true bump and hustle driving extravaganza for one or two players. So lube your engines, ratchet up those gears and get going!

All Terrain Racing, or *ATR* as it is cosily known by those guys at Team 17, is a fun driving game for one or two players. In one player mode there are two ways of racing, either the arcade challenge mode, where you have to get to the front in a set number of laps, or a time-trial where you have to select and complete the chosen tracks within a set time limit.

The two player battle mode takes place with both players playing simultaneously. There's no split screen option as this was deemed to slow the game down to an unacceptable degree, so the game is played much like *OutRunners*. The losing player will be boosted forward to stay on the screen but, naturally, will also be penalised for being such a slow-coach. What exactly the penalty will be for lagging behind has yet to be decided.



■ Prepare for a bit of a cross-over on this hi-tech track.

ATR gives the player a choice of three different classes of vehicle with varying stats. These can be upgraded in the workshop after each race to customise the steering, acceleration, turbo, speed and grip of the vehicle. There are also on-track cash and weapon pick-ups to keep everything running smoothly.

With six individual cars on-screen at any one time, racing through the 36 different tracks, *ATR* allows for 50MHZ full-screen update to keep the speed ticking over with no loss of graphic quality. There are even six backgrounds to keep the gamer interested in places as diverse as outer space, a rocky canyon, a post-

SUPER STARDUST

Remember Asteroids? That famed space shooter where you had to blast away at rocks, avoid rocks, blast rocks and all that sort of rock blasting malarkey? Well, those guys at Team 17 do and now they've given it a polish and hopefully produced a real gem.

Take the modern day equivalent of a road sweeper and dump him in the distant future and this is just what he may end up working as – a galactic rock destroyer. Alright, so it's *Asteroids*, but don't let that put you off because this is one heck of a souped-up version. Although some people think that *Asteroids* can't be improved on, Team 17 have tried their darndest to bring the arcade classic kicking and screaming into the Nineties.

For the uninitiated few (and there must only be a few) *Asteroids* (and *Super Stardust*) is a game where you sit tight in your spaceship cleaning up the sector of space by zapping these giant boulders – they dwarf you to begin with but, don't worry, they're pretty slow-moving. Shoot them and they split in two and move faster. Repeat this until they are just tiny pebbles whizzing around the place that you can finally obliterate.

Super Stardust is set over thirty completely new levels of asteroid blasting action, utilising the improved spec of the A1200 allowing for a nippy 50MHZ screen update, 256 colour graphics and dazzling eight channel in-game sound. There are also two special missions and four spectacular tunnel missions which you can get into, not forgetting the mysterious yet-to-be seen underwater sections to swim about in.

100% reprogrammed from the original, the effort that's been put into *Super Stardust* to look spectacular yet retain all of the addictive gameplay is impressive. The tunnel sequences are a separate part of the game from the original, as you have to whiz down a smoothly scrolling tunnel avoiding and shooting at space debris. Survive long enough down this epilepsy-inducing colour barrage and you get to meet up with one of the four ray-traced guardians for a target shooting frenzy.

It's easy to

GAMES WATCH

VITAL STATISTICS

NAME : ALL TERRAIN RACING
PUBLISHER : TEAM 17
SYSTEM : AMIGA 500/1200
SIZE : TBA
PRICE : £25.99
AVAILABLE : OCTOBER

■ Here, two racers fight it out by the barrier, Ben Hur style. The blue car tries to do a handbrake turn and skids.

There are plenty of visual effects to keep you amused; like when you hit a cone it bounces off the road, splashing through water or the tell-tale puffs of smoke when things turn a little awry. The game also shows skidmarks for times when you, er, skid. If you are lucky enough to have an A1200, then specially for the AGA version, there will be double the number of cars on the track and improved graphics and sound.

ATR is a Team 17 full price release, probably for around £29.99 but they wouldn't confirm it. They did confirm however, that this bump 'n' bash racing romp will be out for arcade driving freaks in time for some October cruisin'.

industrial setting and a forest. The best element of the courses is that the obstacles are distributed randomly. Each time you play the game; rocks, cones and other blockages are positioned in different areas of the track to try and catch you out.

■ Left: This snowy track is ideal for rally-style snow-skidding but it looks like the top left car has blown a gasket! Right: Cabin fever strikes, you're down to fourth place!

go off on a tangent about the graphics and the heart-warming, old-style gameplay, but Team 17 have ensured that it's as soothing on the ears as it is on the eyes. Music is produced on 12 separate music channels for the intro sequences, eight during the asteroid shooting sections (four for music and four for sound effects) and six channels during the visually stunning tunnel sequences.

A lot of time has gone into this so, whether you're an A1200 or a CD32 owner, prepare yourself for this October's blasting fest.

■ Left: Ouch, those metallic starfish look rather sharp – better keep frying them.

VITAL STATISTICS

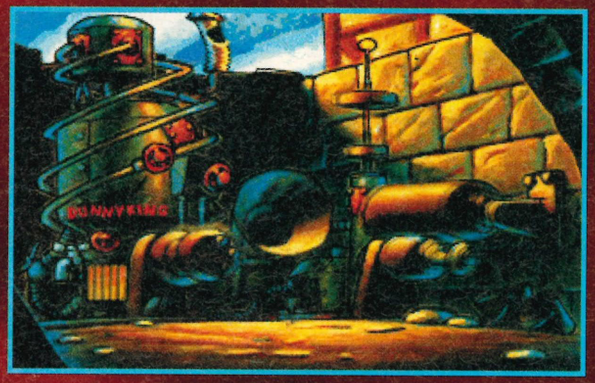
NAME : SUPER STARDUST
PUBLISHER : TEAM 17
SYSTEM : AMIGA 1200/CD32
PRICE : £29.99
SIZE : TBA/1CD
AVAILABLE : OCTOBER

■ Left: Hang on, this isn't asteroids, it's the added fun of debris blasting in the tunnels. Right: Help! I'm being attacked by the Empire State building!

DISCW

Terry Pratchett's Discworld novels have been selling by the bucket-load for years, which is why Psygnosis have jumped at the chance to grab the videogame licence for Pratchett's fantastic world. Careful though, the turtle's getting restless...

"It looks like you've dropped something sir, was it a large pink pig by any chance?"



"I call it the telephone." Maybe not.

Terry Pratchett once wrote a book called Strata, it was basically about the theory that for every possibility that exists, somewhere in the universe there is a place where that possibility is reality. If this is true, somewhere out there a giant turtle is slowly crawling through space and on its back are four elephants which in turn are supporting the flat, circular and fairly silly Discworld. It is this world that Pratchett has chosen to base his highly successful series of fantasy novels in. But this isn't the kind of fantasy where Eric Broadsword goes around chopping up dragons and searching for rings of power, nothing of the sort.

This is fantasy with its pants round its ankles, a traffic cone on its head and a pair of strap on... get the picture? The Discworld is a world where witches have to jump-start their brooms, wizards wage wars on armies of shopping trolleys and the Grim Reaper can occasionally be found propping up a bar trying to work out just why he always has to be the bad guy.

Anyway, as we've already mentioned, the books are tremendously successful and people keep buying them so it goes without saying that a Discworld computer game licence was pretty well inevitable.

Often, when decent films and books get handed over to unscrupulous gangs of programmers and game designers the result is a box full of very expensive blank disks. Fortunately for Discworld fans, Terry Pratchett (who by all accounts is a pretty big PC fan and enjoys playing *Doom*) also knows this, which is why he insisted on making sure that the programmers at Teeny Weeny Games did things his way.

Left: Rincewind, being a clean-cut kind of chap heads for the bathroom.

There's always time to do a spot of magic potion mixing in the laboratory. Those live ingredients can be a bit of a handful.

It's comforting to know that Mr Pratchett has previously declined huge wodges of cash from various Hollywood movie types, unconvinced of their ability to do his works justice on the big screen. Anybody with that kind of self-control certainly isn't going to let Psygnosis, publishers of the forthcoming game, make a pig's ear of his creation.

The game itself will be based upon the best known character from the books, the terminally useless wizard, but frequent saviour of Discworld, Rincewind. Of course, that's not forgetting his inseparable (much to Rincewind's dismay) companion, The Luggage. The Luggage is best described as a kind of bizarre combination of a treasure chest, centipede, launderette and Great White Shark which has somehow become attached (purely in the metaphoric sense) to Rincewind.

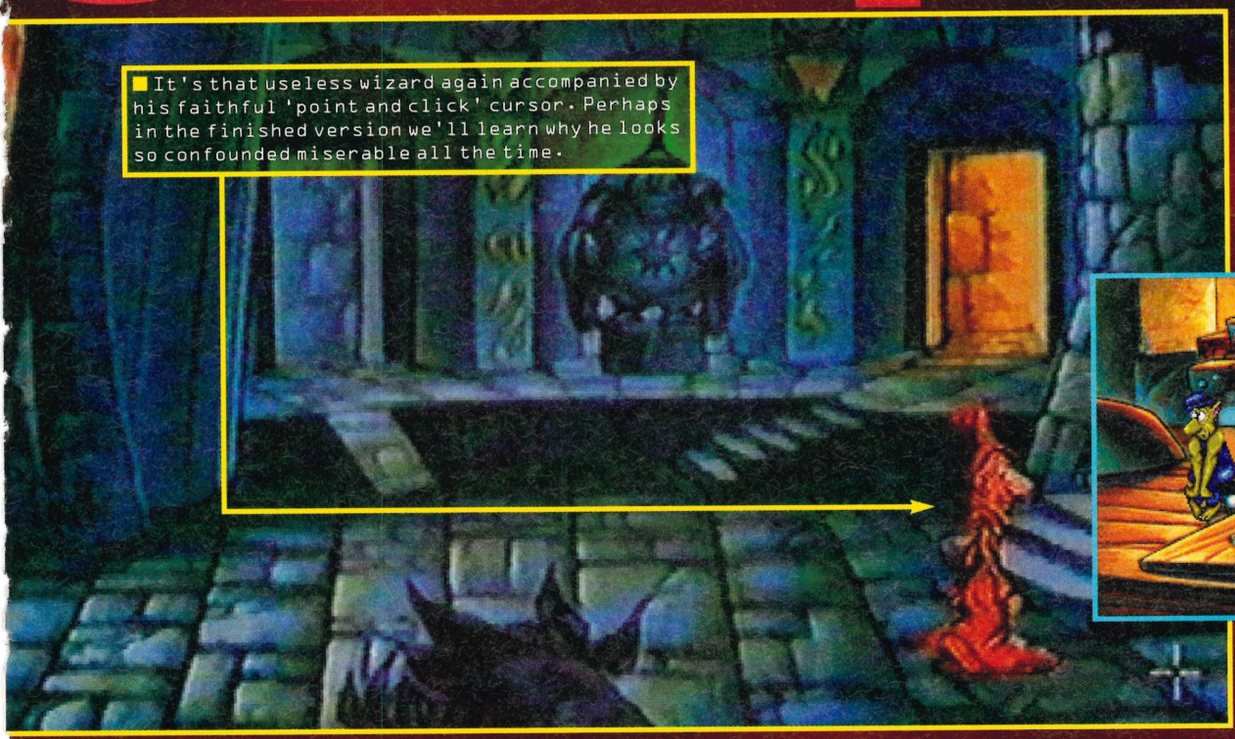
Another great feature of this game is the voice-over provided courtesy of former Monty Python member Eric Idle. Fans of the books will also be glad to hear that cover illustrator Josh Kirby will be providing artwork for the game's packaging. This

ORLD

GAMES WATCH

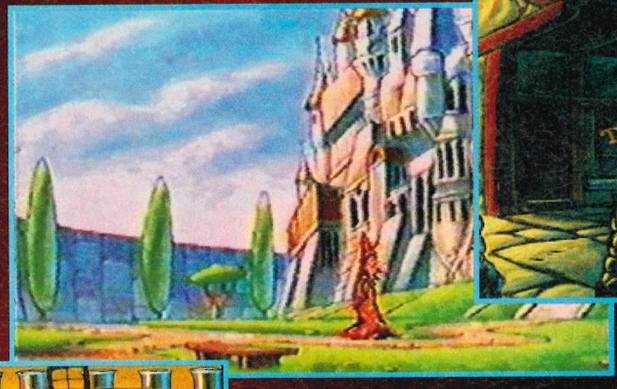
VITAL STATISTICS

NAME : DISCWORLD
PUBLISHER : PSYGNOSIS
SYSTEM : PC
PRICE : £TBA
MINIMUM REQUIREMENTS : TBA
AVAILABLE : DECEMBER



■ It's that useless wizard again accompanied by his faithful 'point and click' cursor. Perhaps in the finished version we'll learn why he looks so confounded miserable all the time.

■ Above: Watch the birdie with this rather unusual looking camera. Discworld Gold, so unreal it's surreal.



■ Left: A wizard's work is never done as Rincewind knows to his cost trekking between castles.

adventure is, allegedly, the first of a series and will be published later on this year by Psygnosis on floppy formats for the PC (could it be re-titled 'Diskworld', we wonder?) and PC CD-ROM. Expect to be whisked away to a world of ridiculous fantasy against your will, just before Christmas. Better pack The Luggage, you might not be coming back...

PC

QUARANTINE

Hitch a ride with the best taxi driver in the business, Drake Edgewater. Not only can he get from A to B but he can also annihilate all the traffic inbetween...

Above: The 'Shocker' is just one of the electrifying weapons you can collect.

It's that same old story. There you are driving along, making an honest buck and then, suddenly, they build a wall around your city and turn it into a prison colony. To cap it all, there are tons of heavily-armed vehicles roaming the streets ready to smash you to itty-bitty pieces. Sounds like it's time to invent some kind of vertical propulsion system and get the hell outta there!

This is, of course, exactly what Edge intends to do but first of all he'll have to collect all the info and parts needed to build the 'Orion' propulsion system and escape from scummy Kemo City. He'll have to earn money too in order to finance his costly expeditions, so better budget wisely – especially as, to survive, it'll be necessary for Edge to upgrade his car with all the latest high-tech gizmos and weaponry the city has to offer.

Quarantine will be a cross between a racing game and that old favourite, the scrolling shoot'em-up. It's likely to inject new life into both forms with more power-ups, more enemies and even more motorized mayhem.

Whether you're clashing bumpers with insane speed-freaks, trying to run down little old ladies or dodging contract killers' bullets you can be sure that getting around the streets of Kemo City in the rush hour won't be easy.

If you thought just staying alive 'til the end of block was a drive-over, you're in for a big surprise. There are barricades and ambushes a-plenty, expect resistance from the numerous street gangs who are prepared to lay down your life to protect their turf.

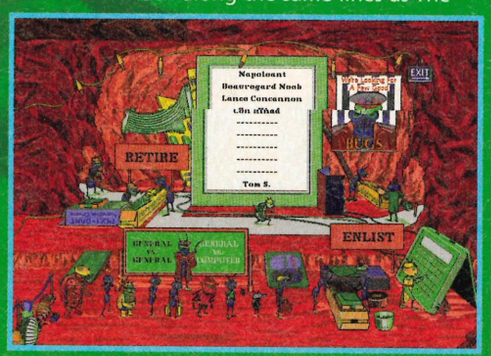
BATTLE BUGS™

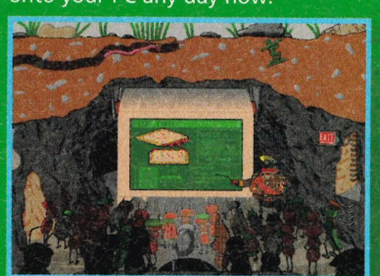
Brought to you by the same people who released the classic Incredible Machine, this strategy action game has more bugs than any program ever written!

Okay, hands up everybody who used to put black and red ants in a matchbox together to make them fight each other. How many of you used race wood lice across busy roads to see if they could make it to the other side without getting squished by a car? The amount of fun you can get out of inflicting pain on insects is phenomenal, I mean, some sick people still enjoy frying bugs with a magnifying glass well into their twenties (ahem). Anyway, the point of all this is that now all of you PC owners out there can relive those happy, carefree days of childhood thanks to *Battle Bugs* from Sierra.

Basically, the game puts you in charge of an army of bugs and presents you with a collection of missions to complete. For each mission, you're given a limited number of insects each with different skills and abilities. Ants, for example, are just your basic grunts, not particularly strong but they can carry bombs which can then be hurled at the enemy. Flying insects also play a major part in your battles, like mosquitoes, which can zoom in and dive bomb your opponents. In each mission you will have a particular objective, this could be simply to kill all of the enemy insects, or to capture a slice of desirable pizza, or even just to conquer and hold several areas.

There's quite a lot of puzzle solving involved in *Battle Bugs*, as many of the missions will require good planning if they are to be completed successfully. It plays very much along the same lines as *The Incredible Machine* and *Incredible Toons*, also programmed by Dynamix. The game's SVGA graphics are exquisitely detailed and extremely funny – where else could you find Plop Tarts? Sound effects and music are also top notch but to get the best results you'll really need a SoundBlaster 16. A fantastic game which should be crawling onto your PC any day now.





The mission briefing screen: Today, men, we're going to attempt to recapture a pizza.

GAMES WATCH

Rev your engine and get ready to play chicken with this green truck. In this game you'd better keep your nerve.

Lay down a barrage of fire to clear a path through this alley. Don't let any barricade stand in your way.

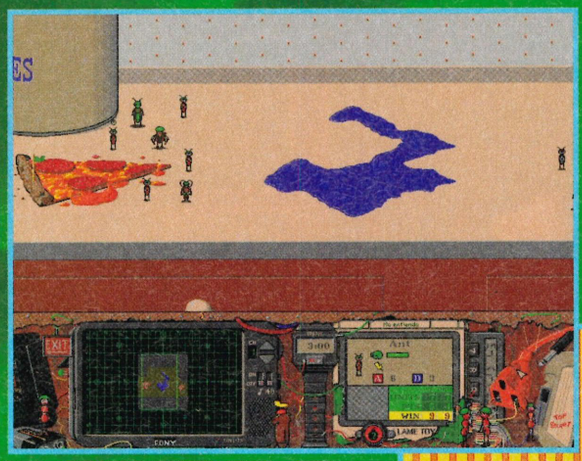
All that stands between you and dying horribly is your trusty '59 Checker Cab. Doesn't sound like much? Let's just say that Edge has made a few improvements in the horsepower, firepower and armour-plating departments.

Expect Edge to pick you up somewhere in Kemo West round about October. Just make sure you leave a big tip.

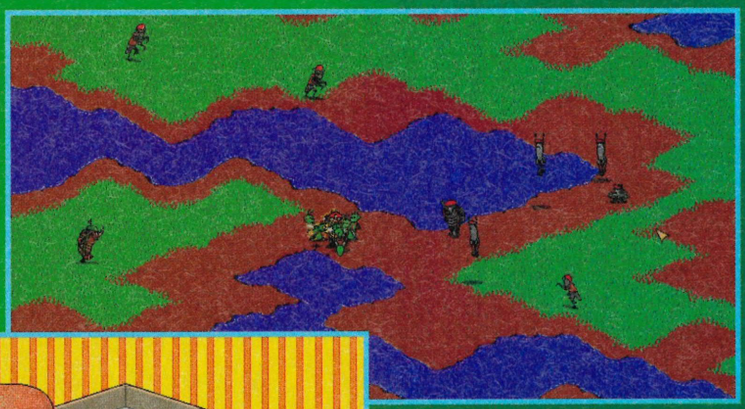
Flame on! Time to turn up the heat on any enemy vehicles lurking about the place with your handy 'Charbroiler'. If this doesn't work then you may need to use the mini-gun that you so discretely tied to your roof rack earlier.

VITAL STATISTICS

NAME	QUARANTINE
PUBLISHER	GAMETEK
SYSTEM	PC
PRICE	£TBA
MINIMUM REQUIREMENTS	386 25MHZ
AVAILABLE	OCTOBER



Left: Once you find that precious food item, be prepared to defend it to the death! Better watch the bugs on the other side of that spill though, they look hungry!



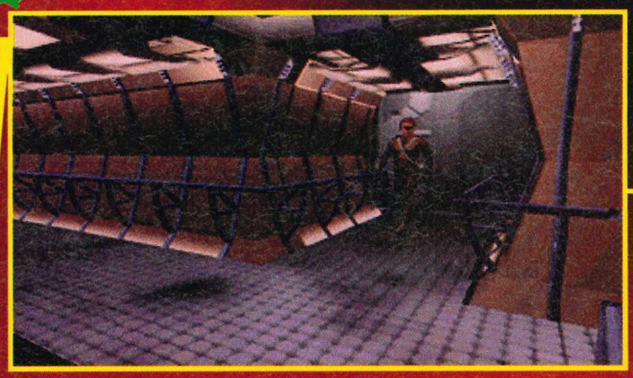
Above: It may look like just a small puddle to you but to these bugs this is like a cross between lake Windermere and the Mississippi.

Left: Your grasshopper's energy is running a bit low so you might need to withdraw. Still, plenty more where he came from.

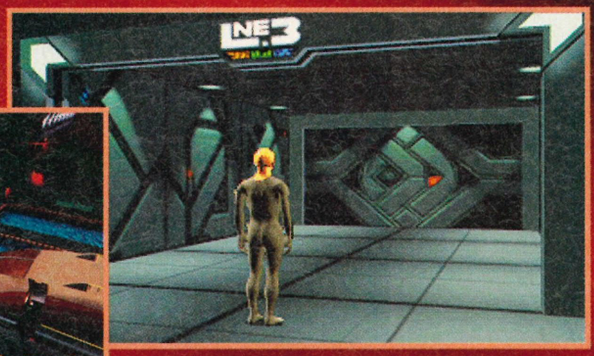
VITAL STATISTICS

NAME	BATTLE BUGS
PUBLISHER	SIERRA
SYSTEM	PC
PRICE	£TBA
MINIMUM REQUIREMENTS	386DX 25MHZ +4MB RAM
AVAILABLE	TBA

In the year 2027 things look grim. Global Terrorists rule and Mankind is on the verge of total annihilation when a strange doomsday device is discovered beneath the frozen wastes of Northern Asia... Yes, there's nothing quite like a good apocalypse to get gamesplayers all excited.



The scene below occurs right at the beginning of the game and is stunningly rendered.



Scenes like these aren't just interim screens or intros, instead of simply filling-in they're often a fully interactive part of the game.

CYB

The authenticity of the on-screen explosions was watched over by the special effects team from Backdraft.

A predictably cyber-punk storyline places you in the year 2027AD where the total population of the planet has dropped to a mere 4 billion people. 6 billion people have died in the past 3 years due to famine, pestilence and mass rioting and now only the organised criminal cartels possess any real power, controlling what is left of the world's supply lines.

You play Zak, a condemned prisoner who was caught hacking into the Global InterBank computers and frying over 500 billion dollars of corporate assets and holdings. Skilled in cybernetics, nanotechnolgy, piloting, martial arts and of course, computer hacking, you are offered the chance to regain your freedom by the head of the FWA. The Free World Alliance represent what is left of the old world power structure and constantly battle with the dictatorial cartels. They have a dangerous mission that they want Zak to undertake, if he succeeds they will consider releasing him from prison, refuse and he will be executed within 2 weeks. Not much of a choice, is it?

The task you must undertake is to covertly enter the headquarters of a criminal Cartel who have seized a phenomenal war machine and assassinate certain key personnel in order to acquire and secure any secrets about the vehicle before a task force arrives.

Designed and developed by Xatrix Interactive Design, Interplay claim *Cyberia* is "the most realistic electronic, cinematic experience ever created". Aesthetically and technically, it's said to be unlike anything seen before. Well, OK, it's an interactive movie under the player's control. This isn't exactly novel, but *Cyberia* gives the interactive camera an even greater variety of perspectives.

If you're a steadfast fan of either action or adventure games, you'll be pleased to discover that it keeps its feet firmly in both areas. Action sequences are there to challenge the player over the different scenarios with multiple difficulty levels. For the adventure fan, there's plenty of character interaction and tons of puzzles to solve. For added depth in both of the game's elements, there are multiple plot paths and storylines to keep you coming back for more – once you've

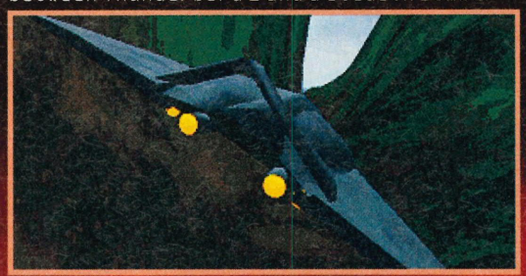
GAMES WATCH

I WANDERED LONELY AS AN ASSASSIN...

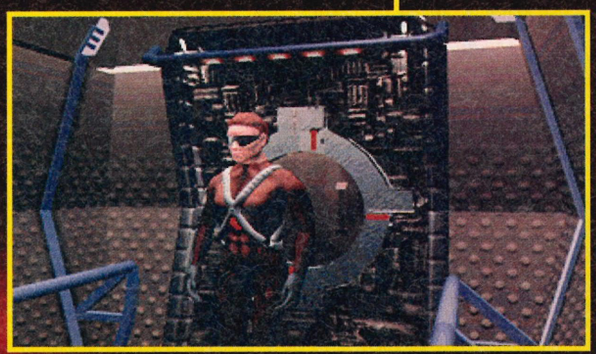
Even strolling around the base is kept interesting in *Cyberia* as the programmers have treated many of these sections as if they were part of a movie, cutting shots from different angles and sides to give the whole thing a very polished and cinematic feel. Although many CD titles feature this kind of animation, *Cyberia's* is certainly the most impressive we've witnessed.

VITAL STATISTICS

NAME : CYBERIA
PUBLISHER : INTERPLAY
SYSTEM : PC CD-ROM
PRICE : £TBA
SIZE : 1CD
AVAILABLE : FEBRUARY



The external shots of your craft are excellent. It looks a little bit like a cross between Thunderbird 2 and a Stealth Bomber.



In the future it seems we will all be wearing dodgy wrap around sunglasses like the ones the guy is wearing in the picture opposite. Interplay even handed them out at the press launch in America.

ERIA

Not just scenic effects, these flying sections also require a lot of blasting as you repel in-coming craft.

The flight sections are pre-programmed, all you have to worry about is aiming your crosshairs and firing. However, the routes you take are still pretty hairy. Look out for those buildings!

completed the game with one approach, there's always a different route to try and master.

Music and sound effects flow around the player's movements with the score specially prepared by Thomas Dolby's Headspace. Visually, the 3D rendered graphics are razor sharp with fluid animation and special effects by the same people who did the film Backdraft. Add to this the digital motion capture choreographing the player's movements and cinematic cut-away sequences and it looks like *Cyberia* is really pushing CD storage to the limit. This is particularly impressive, as it can be played on a single speed CD on a 386 SX running at only 25MHZ. Of course, that's only a benchmark minimum – to get the full effect you'll need to try it on a much nippier machine.

So, if you want to pit your wits against a dark future, a dark doomsday device and a dead gloomy atmosphere then prepare for *Cyberia*. If it delivers what it promises to at this stage, it could knock the icicles off a few other Christmas CD-ROM releases.

CREATURE SHOCK

Take a trip to the far side of Saturn with one of the year's top CD releases from Virgin, Creature Shock. Long heralded as one of the flagship games for the new breed of high-quality PC-CD titles, Creature Shock features movie quality graphics and animation. Prepare for impact.

Set in the year 2023, Virgin's vibrant new CD release places you in a futuristic scenario where the human population has finally outgrown the planet and overcrowding has led to widespread famine, disease and accelerated environmental destruction. Only the strong will survive as the world's super powers fight over territory and fertile land. It can only be a matter of time before the planet is finally torn apart by World War III. A survey ship, the SS Amazon, is despatched to search for suitable new planets in the solar system where the Earth's inhabitants can be re-located, but it seems that this last desperate hope is lost when the ship loses all contact with its base as it passes one of Saturn's outer moons. An investigation indicates the presence of a large Alien craft occupying the same area of the galaxy, someone will have to go to see just what is happening and guess who they pick...

A combination of first-person walking, blasting and maze navigation, and behind-the-ship flight sim, the player takes on the role of a reconnaissance pilot sent by the United Nations to explore the strange disappearance of the SS Amazon. This unenviable task also includes taking any action necessary against the unknown alien presence to save the earth from attack. Better described as an exploratory shoot'em-up, *Creature Shock* cleverly intersperses the tense in-game action with glorious cinematic cutaways that allow you to sit back and enjoy the beautifully rendered consequences of your actions within the game. It is the sheer quality of these sequences and the fact that they fit in so well with the actual playing graphics that makes this such a riveting title. It is little surprise that the people behind the programming are Argonaut Software. Highly acclaimed for their work on the Super FX chip for Nintendo, Argonaut have included an astounding 15 frames of animation per second in this game, which gives it a brilliantly smooth feel.

Played over three areas of increasing size and difficulty, there are a number of objectives that must be achieved if you are to complete each mission before moving on to the next. The missions include obtaining an alien specimen for research, facing countless hideous space monsters, dodging fire from deadly Manta Ray fighters, severing the data transmission between the moon and the alien starship and, ultimately, facing and destroying the master alien itself in what is a wonderfully tense grand finalé to the game.

If you read last month's issue of **Games World: The Magazine**, then you will have seen the 3DO version of *Creature Shock* in all its glory. Well, we can tell you that the CD-ROM edition is looking just as tasty. If you want an atmospheric space adventure that will keep you on the edge of your seat and show off your machine to the full, *Creature Shock* should be added to your list of games to keep a bug-eye on.

VITAL STATISTICS

NAME	CREATURE SHOCK
PUBLISHER	VIRGIN
SYSTEM	PC CD-ROM
PRICE	£TBA
SIZE	1CD
AVAILABLE	NOVEMBER

Not that naughty Virtual Valerie but the love interest in Virgin's latest adventure.

Above: It could be an episode of Dr Who. You'll need to shoot first and ask what household items he's made out of later.

Above: This looks like a good specimen to add to your pet alien collection. Below: "Can't we still be friends?"

Follow that bug! This little beastie will lead you a merry dance through the tunnels.

PGA TOUR GOLF 486

GAMES WATCH

Golf. Many people play it, mostly the rich and famous – claiming that it's a relaxing way of passing the time. We at Games World: The Magazine however, think that it's a good walk spoiled.

Still, we'll use any old excuse to put on spiked shoes, pick up clubs and strike those...

Golf has only really been successful in small social circles of slightly balding men who have reached their mid-life crisis. However, the professional players do earn more money than we do here at Games World, but then they wear silly trousers and we don't.

But thanks to the achievements of modern technology you can now forego all of those stupid fashion requirements and all of the blisters you might possibly get walking mile after mile. If you own a 486 PC (a state of the art PC), then you'll be able to marvel at all the lovely new features that are incorporated in this new simulation. For a start there are a load of new courses for you to play. Tournament Players' Clubs Summerlin, River Highlands and Sawgrass are featured in all of their glory, each with the normal complement of 18 holes.

■ Above: Chipping onto the green can be a problem. Not for me though, I just click and go.

As this is an EA Sports game, *PGA 486* is produced as a TV presentation, with loads of FMV clips about the courses and players and also interviews with actual professionals. Famous golfers like Fuzzy Zoeller and Tom Kite have been digitised into the game with their own idiosyncratic swings and special shots. In the original version of *PGA Tour Golf* you didn't have any of these fancy features but that hasn't stopped the sequel from having the terrain rendered in photo-realistic 3D graphics with all those digitised players. The actual control method is quite simple. Click once with the mouse to activate the swing of the club and then click it twice more so that you don't slice or hook the ball. If you can click the button in the appropriate place then you will hit the ball perfectly and if you've judged the wind correctly, you'll put the ball just where you want it.

VITAL STATISTICS

NAME: PGA TOUR GOLF 486

PUBLISHER: ELECTRONIC ARTS

SYSTEM: PC CD-ROM

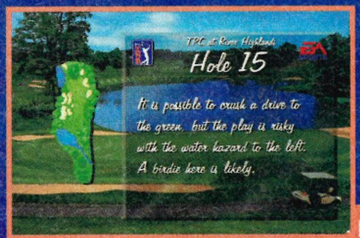
PRICE: £39.99

SIZE: 1 CD

AVAILABLE: OCTOBER

PGA Tour Golf 486 has plenty of options, there are three different types of play, including Tournament mode where you get to play against all of the pro's. You're not allowed to play shots again during this mode so you'd better be an accomplished player. The Skins mode is similar to the Tournament but allows you to play for money. Obviously not real money, but each hole is worth a substantial amount to add to your stash in the game. If a hole is drawn then the money is carried over to the next one until somebody wins the lot. In Matchplay mode, like the skins, you play each hole against a number of opponents and then at the end of the game the person with the most holes under their belt is the winner.

■ Above: That horseshoe is your power gauge. You can also place your spot and the computer will work out how much power you need in order to hit the ball exactly onto that spot. Get it wrong and it's bunker time for you.



There haven't really been any major successes for the British golfers this year so maybe they can take a bit of time out to practice on this new sim. You never know, they might learn a thing or fore!

■ Left: Getting ready for a shot our man in the white pants is going to slice the ball.

STAR WARS REBEL ASSAULT

How many Star Wars movies are there? Three to the general public but now there are four for Mega-CD owners! Rebel Assault takes the story one step further...

Yes, it's true! The latest Star Wars game tie-in from LucasArts is essentially a whole new movie on CD. The creators have taken footage from the three movies and combined it with new, computer generated sequences, voices from actors and all the music and sound effects from the trilogy to produce something all cinema buffs should love.

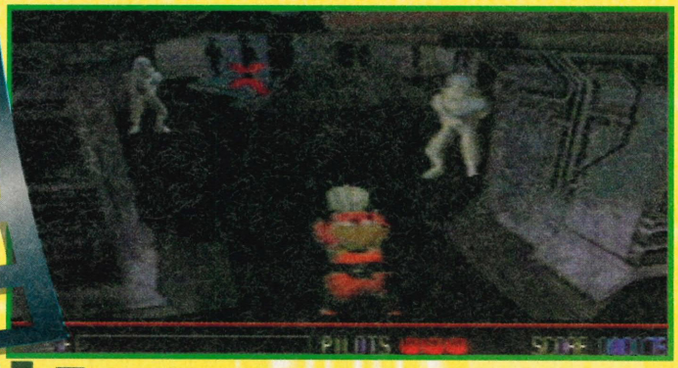
Fifteen chapters make up the epic quest with multiple sections in each and three difficulty levels to add even more variety. These chapters are inter-linked with special animated sequences to create the storyline – if you played the game all the way through from the beginning you'd think you were watching a new Star Wars movie!

Surprisingly, the player doesn't get to control Luke Skywalker although you do get to fly Skyhoppers, Snowspeeders and X-Wings (as well as wandering round on foot). The character is codenamed Rookie One and must first prove his worth in training missions through Beggar's Canyon on Tatooine. Complete this successfully and it's off to fight against Imperial walkers, stormtroopers and hordes of Tie Fighters until the final confrontation over the Death Star.

On a basic level *Rebel Assault* is a shoot'em-up. You get to pilot various craft armed with laser cannons and there are also sections on foot where the stormtroopers must be sorted. Originally a PC CD-ROM game, the Sega Mega-CD version retains all the playability with only the colours being sacrificed to the limitations of the Mega-CD.

With three difficulty levels, lots of missions to complete and a password system this is a game that will keep you on your toes for months. **Games World: The Magazine** has a full review this issue, so get over there and find out exactly how well the Rebels did!

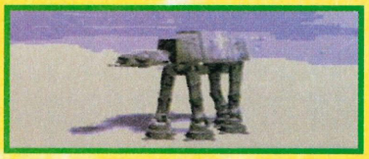
■ Freeze! Take out these stormtroopers before they train their lasers on you. You'll have to be quick.



VITAL STATISTICS

NAME: REBEL ASSAULT
PUBLISHER: LUCASARTS
SYSTEM: MEGA-CD
PRICE: £49.99
SIZE: 1 CD
AVAILABLE: SEPTEMBER

■ Pilot this T-16 Skyhopper into a rocky canyon and, hopefully, out again in one piece!



■ Below: Home in on the AT-AT walker's legs, it's the only way to cut it down to size.

■ Rebel Assault™ and ©1993 Lucas Arts Entertainment Company. Used Under Authorisation. All Rights Reserved. Star Wars is a registered trademark of Lucasfilm Ltd.

GAMES WATCH

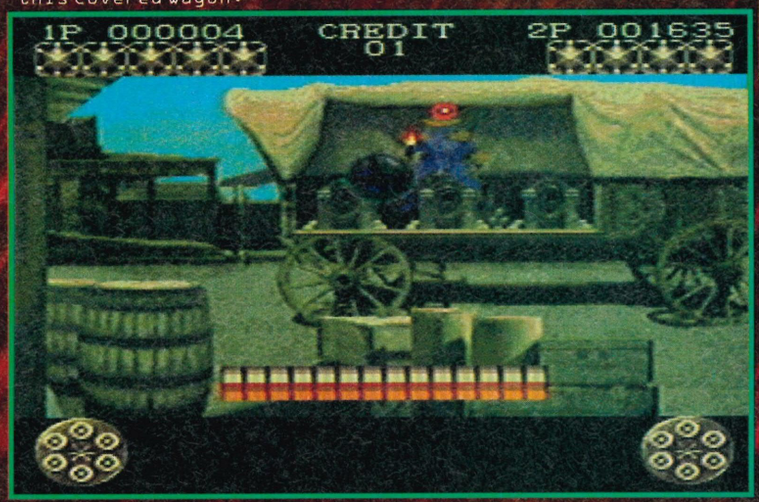
LETHAL ENFORCERS 2 Gunfighters

VITAL STATISTICS

NAME : LETHAL ENFORCERS II: GUNFIGHTERS
SYSTEM : MEGA-CD
PUBLISHER : KONAMI
SIZE : 1 CD
PRICE : £39.99
AVAILABLE : DECEMBER

Moseying has never been so easy pardner. Get yourself some chewing tobacco and that straw hat your parents brought back from Benidorm and relive all those cowboy fantasies of your youth courtesy of Lethal Enforcers 2: Gunfighters.

Be prepared for some real fireworks when you take on this covered wagon.



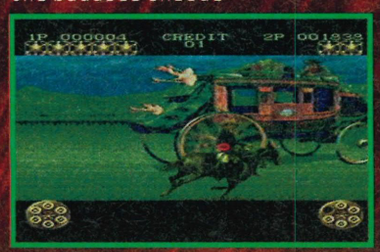
Lethal Enforcers was a Dirty Harry fan's dream. A big plastic gun to swagger around with (albeit coloured blue or pink) and a steady wave of on-screen baddies to blow away to your heart's content. On a bad day you could even fill innocent bystanders full of lead. Great fun it was too. Now *Lethal Enforcers II: Gunfighters* has arrived on the Mega-CD and takes those trigger-happy gunmen back in time, to a period in history when men were men, and sheep were afraid... or was that cows? Anyway, this December a lot of Clint Eastwood fans will be dusting off their 'Justifiers' (the guns that came with the original game) and looking forward to the kind of vicious gunfights that earned the old West the label 'Wild'.

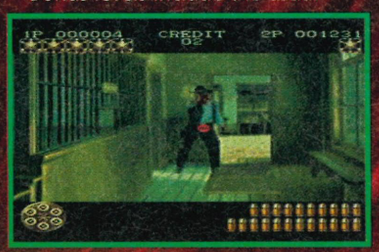
Ya mule! Not only have you got to catch this stage coach but you've also got to shoot all the baddies inside.

Set in 1876, the action of *Lethal Enforcers II* takes place in an unruly Wild West town where you have been appointed sheriff and must set about cleaning out the bad element and once again making the streets safe for women and sickeningly cute children. Alright, the scenario is a little *Mad Dog McCree*, but as fans of the previous *Lethal Enforcers* game will know, you can be sure of finding a lot more to shoot at in this disc, in fact, the body count would make your average action movie look a bit tame.

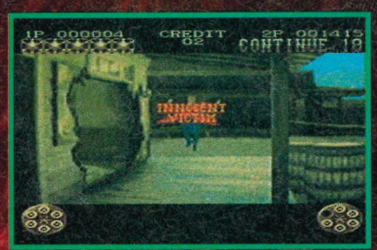
The variety of scenarios you will encounter include thwarting a bank robbery, preventing banditos from holding up the stage coach and the obligatory bar room shoot-out. Ultimately, you will of course have to attack the bad guy's hideout in order to put an end to his reign of terror once and for all but don't worry, you'll have some pretty tasty weaponry to help you out. No Magnums and semi-automatics in the Wild West, this time around you start out with your trusty old six-shooter but you can pick-up a sharp-shooting Winchester rifle, a pair of pistols for twice the firepower and, if that's not enough, a Gattling Gun or even a Cannon. Yeah, you'll sure teach those varmints the meaning of law and order!

Bonus levels include the usual bottle shooting stages where you either get to shoot up a bar or practice on bottles thrown up into the air. Always a good way to impress the girls.





Lethal Enforcers 2: Gunfighters will be available on Mega-CD and Mega Drive and will utilise the gun provided with the first game. Don't worry though if you don't have the first game, although it won't be packaged with the 'Justifier' this time around, you will be able to buy the gun by itself from most game stores. Of course, the game can also be played using a joypad, but, naturally, it doesn't possess quite the same sadistic satisfaction as wielding a pistol. Yes, we know it's only plastic but that light beam's deadly, honest.



Not a red snowflake but a bullet in the head. Ouch, that hurt.

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FIFA INTERNATIONAL SOCCER

VITAL STATISTICS

NAME : FIFA INTERNATIONAL SOCCER

PUBLISHER : ELECTRONIIC ARTS

SYSTEM : 3DO

PRICE : £39.99

SIZE : 1 CD

AVAILABLE : SEPTEMBER

Lace up your boots and get your shin-pads in place because there is one mean game of football coming your way from Electronic Arts. It's kicked off on all the other consoles so now it's the turn of the 3DO...

Above: Complaining to the ref won't do you any good in *FIFA 3DO*. Right: Germany vs Brazil. There's just time to choose who's who out of up to six human players.

We've seen football games come and go over the last few months with all the hype surrounding the World Cup and all the software companies wanting to cash in on a little of the footy carnival. But all those games had better beware because *FIFA International Soccer* on the 3DO has arrived to put them all to shame.

The Panasonic REAL 3DO is known for its snazzy visuals and they don't come much snazzier than this with stunning presentation as the viewpoint rotates around the stadium then whizzes down and through the doors greeting you with the first options screen.

A demo shows the game being played by computer teams then cuts to live action from a real football match – and you can hardly tell the difference! Thousands of frames of animation move smoothly and realistically around with light-source effects like shadows and night-lights plus unlimited camera views of the action. There's also an instant replay option so that your

Using the 3DO's amazing graphic capabilities the game can be viewed from any angle.

GAMES WATCH

Above: Each team has a set of statistics to check through to help you choose your side. It'll show if they push deep or hang back.

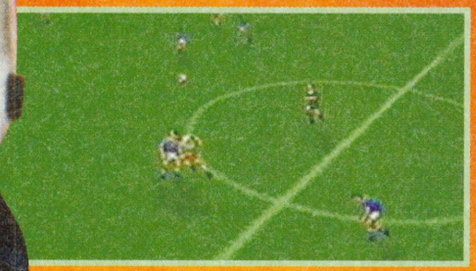
Left: The camera angle zooms down behind the player as he takes the throw-in. With six players linked up and playing at once this is a real Wembley-tastic experience.

GOAL! The goalie dives for the ball and an instant replay goes up on the stadium screen.

scorching goal can be viewed again, changing the camera to a ball cam, player cam or net cam for that ultimate scoring experience. The workings of the game are so realistic that the jumbo screen for the crowd in the stadium to watch has actual clips of you playing the game – again, from another different camera view point.

Cynics would claim that all the flash graphics and presentation would detract from the gameplay but *FIFA International Soccer* seems to have both areas covered. All the options we've come to expect from a football game are here; 50 international teams can be selected and there's a unique stadium to play in for each of the key countries. All the championship and league information can be saved into the 3DO's NRAM and the top five scorers and man of the match records are also recorded for later use. Sound is very realistic with on the pitch sound effects and chants from the crowd blasting out in Dolby Surround Sound.

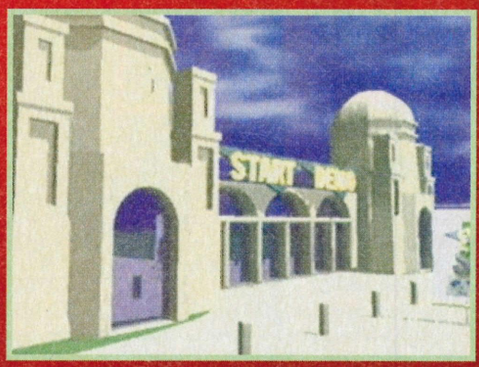
Electronic Arts are fast establishing themselves as the leader in 3DO software with some highly impressive titles released in September in time for the official UK 3DO launch. It looks like Panasonic and EA could make an unbeatable team.

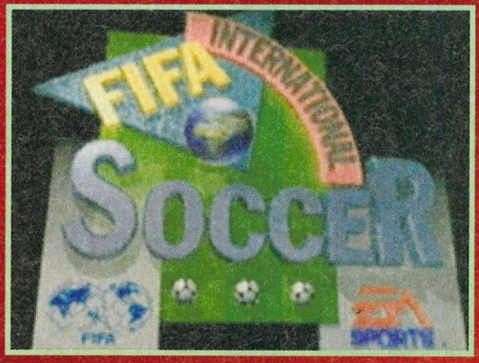


Above: The FMV intro gets you in the footy mood.

ASTOUNDING INTROS

The first thing you're likely to notice about 3DO games is their amazing presentation. The 3DO can handle Full Motion Video sequences, amazing rendered graphics and some thumping soundtracks. No doubt this will raise the usual arguments about how good looks aren't everything and what about the gameplay. For now we're just content to marvel at the view!





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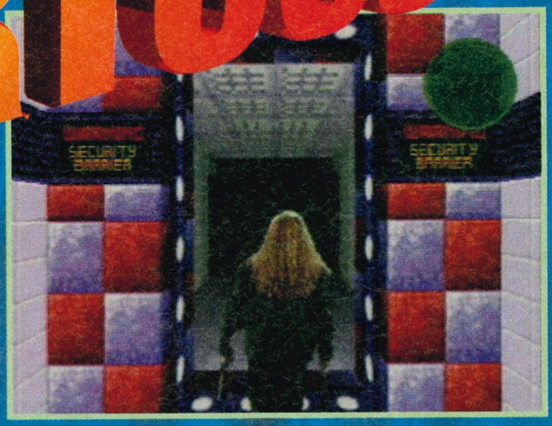
VIRTUOSO

The videogame and music industries are on a collision course made possible by a new breed of Virtual Reality computer games – the first to emerge is Virtuoso, a cyberfantasy adventure.



Below: Walking through the security barrier is easy but defending yourself from the giant spiders, wasps and other critters isn't!

In the Twenty First Century the world has become a terrible place full of crime, pollution and corruption. Being famous in these times is a tough task, and the only escape is into the realms of Virtual Reality where everything can be controlled – or can it?

Elite Systems have linked up with a leading record company (we can't say who) to produce a joint videogame and musical creation. The pop star escaping into the computer world in *Virtuoso* will be digitised from an actual chart topper, although who exactly it'll be hasn't been finalised yet. The guy we see in these screen shots is actually a programmer at Elite's UK HQ. The plan is to also release a record into the charts to coincide with the 3DO release of *Virtuoso*.

Four virtual worlds have been created, each containing eight or more missions to be completed. 3D image rendering software has been used to create the visuals resulting in some superb locations and menacing enemies.

There are three graphic styles to each mission to add a bit of variety. The Haunted House scenario, for example, starts outside the building in the snow with footprints leading off into the distance, then you come to a courtyard before entering the house itself for more exploration.

Each mission is packed with platform game elements such as fire shooting up out of grids in the floor, sparks flying off the walls and spikes that will mess up any pop star's designer outfit. Added to all this there are many puzzles that have to be solved before the mission can be assigned to your back catalogue.

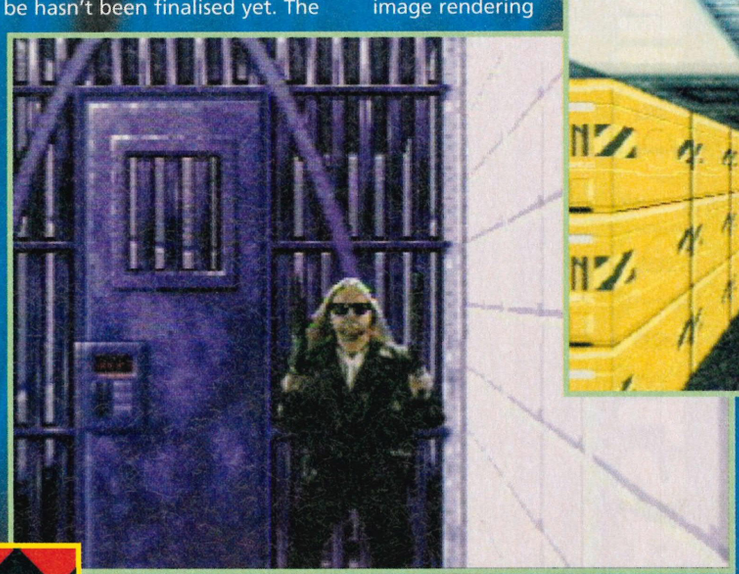
Continuing the pop theme, the artist who finally becomes the star of *Virtuoso* will also supply the music for the game. This won't only be used as a backing track though, videos of each song will be playing on virtual TV screens around the game and the music will get louder as you move towards them. Is there nothing the 3DO can't do?

Virtuoso is a stunning piece of software that we can't wait to get our hands on. It even impressed RJ Mical, the designer of the entire 3DO system – and he should know a good game when he sees one!

VITAL STATISTICS

NAME : VIRTUOSO
PUBLISHER : ELITE
SYSTEM : 3DO
PRICE : £39.99
SIZE : 1 CD
AVAILABLE : NOVEMBER

Above: This ED209 look-a-like has some mean weaponry up its sleeve. Just don't ask where its sleeves are – blow it to bits instead.



This guy's one mean dude in his shades and leathers – it's a pity he won't end up in the finished game, the hero will be a real life pop star who will be integrated into the game.

Below: Guns at the ready, the spider will need several shots before he'll lie down and die.

GAMES WATCH

POWER SLIDE

VITAL STATISTICS

NAME : POWER SLIDE
PUBLISHER : ELITE
SYSTEM : 3DO
PRICE : £39.99
SIZE : 1 CD
AVAILABLE : NOVEMBER

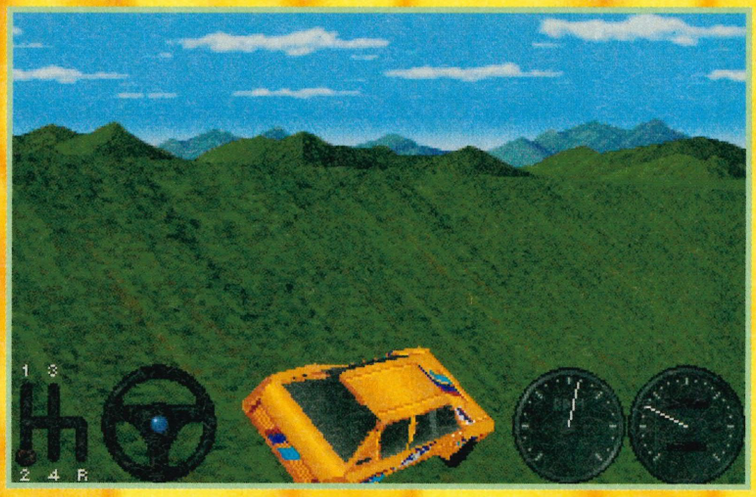
Find out what it's like to drive one of the world's top rally cars with an ultra realistic simulation from Elite. Power Slide should put your 3DO into top gear!

The aim of the software developers at Elite Systems is to produce a realistic driving simulation that's also highly playable. This has been attempted many times before – some games dump the realism element for more gameplay and others are so realistic that you're bored in minutes. This latest 3D experience for the 3DO seems to drive a happy middle course between the two.

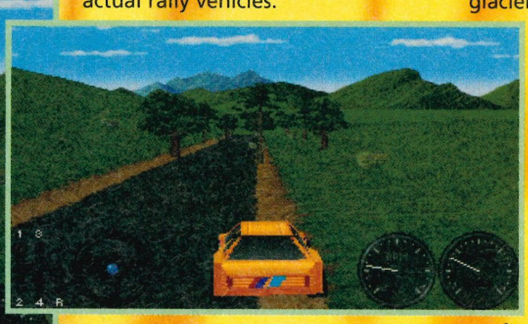
First of all there's a choice of vehicles to drive including front wheel drive, rear wheel drive and four wheel drive state-of-the-art rally cars. These have all the control characteristics you'd expect of the real thing – they skew, slide and even roll over if you aren't careful when cornering. The realistic movement has been made possible with a little help from the Ford Motor Sports' computer simulation advisors and a few fast laps around a rally course from Chris Birkbeck, the F2 British Rally Champion.

Power Slide can be played as a one-player time trial challenge, where the full screen is used, or grab a driving pal and compete in a two-player, split screen head-to-head mode. Adding to the experience all the time are a range of digitised sound effects from actual rally vehicles.

Right: The angle you view the car from can be changed at any time during a game. You can move it up, down and spin around the vehicle. Dodging the trees and rocks might be a little tricky if you're viewing the action from the side though!



Right: Struggling up this grassy hill the car slips and slides all over the place! Perhaps the driver should stick to the road like the rest of the rally cars – or does he know a short cut to the finish line?



Left: Whoops! It looks like that last corner was taken a bit too fast. "Been drinking, sir?"

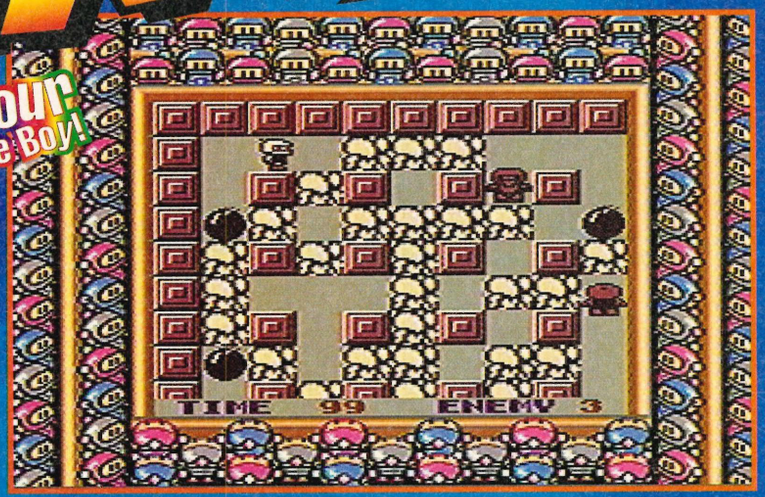
What really sets the game apart from the rest of the pack are the fully interactive landscapes with off-road tracks through the Welsh forests and across Scandinavian glaciers. *Power Slide*'s interactive tag means that you can drive wherever you want – as long as the car is up to it. Although taking the course in the opposite direction may not earn you a huge time bonus!

The various top rally locations are linked with special video footage to create just the right atmosphere. With bucket-seats full of style and performance *Power Slide* looks like it could be driving right at the cutting edge of racing simulations for the 3DO.

BOMBERMAN 2

When you first see the cute bomberman you could well be fooled into thinking it wasn't anything to do with blowing things to kingdom-come. Surely, it's all about picking flowers, skipping through summer meadows and making lemon tarts for afternoon tea – it's so damned cute. Fortunately, behind this cutesy appeal lies the heart of a psychopathic maniac and a game that will make you cackle and cry in equal measure.

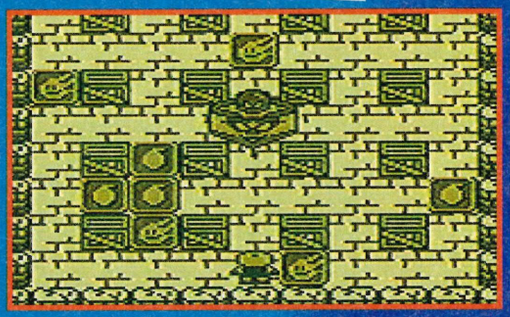
Colour Game Boy!



Above: Eek! An arena full of little bombermen watching you play. You'll have to blow-up the walls to progress.

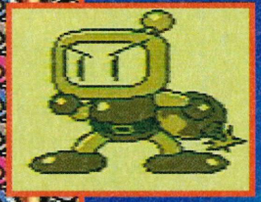
You take control of Bomberman, or Mr Bomberman to you and me. Why? Because he's a well 'ard lad with a face you could melt butter in. He's not all bad though, he's on your side against the evil bombermen – aliens desperate to ruin earth for big bang thrills. Forget the fact that he has a large line in cut-price semtex bought from some dodgy bloke in a waistcoat, this is explosive action all the way.

For the uninitiated, the general aim of the game is to guide Bomberman through a landscape of destructible and indestructible items while collecting a variety of power-ups that raise the number of bombs you have at your disposal and increase each bomb's blast range. As you progress, things don't get easier as there are hidden vents to freeze your bomberman and short fuses which play havoc with your domino-effect blasts.



Above: This is one of the bad bosses and if you don't hurry up and pick up those power-ups quickly you'll be in for a really hard time.

Each round of the multiple levels is split into four separate challenges which you need to complete, starting off against one rival bomberman, then two, then three, before you come face to face with the end-of-round boss. The boss needs spot-on timing to destroy them, as they can only be attacked at certain intervals when they stop whizzing around the screen to attack you by throwing things. This gets more and more challenging as the levels progress and you collect special power-ups.



These special power-ups, earned from destroying the end-of-round bosses include Dash, allowing your bomberman to run around, Kick, allowing you to kick the bomb around the screen and get you out of trouble, Liner, which lets you, with a double press of the drop button, deposit your entire load of bombs at once, and Daze where you can dash a rival bomberman against a wall and squish him so that he can't move for a while while you blast him (heh, heh!).

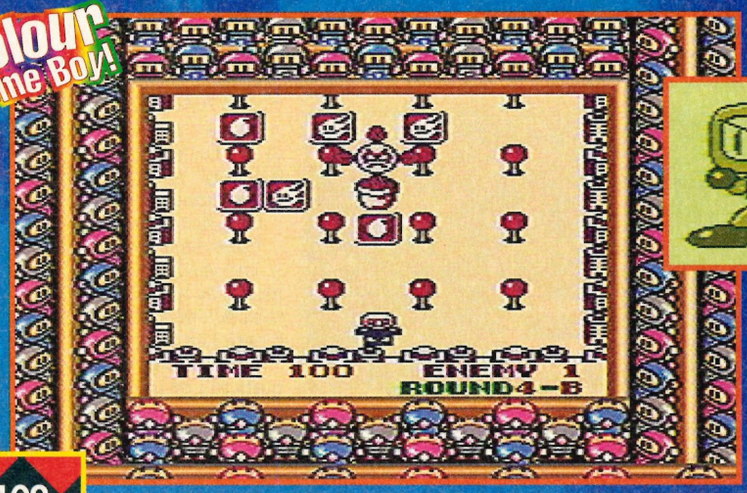
A password facility is incorporated into the whole caboodle and, believe me, you'll need it, especially as you're only given one-life. Crammed onto a 1Mbit cart, there's also going to be the potential to link up with other *Bomberman 2* owners for a true blast fest. It's also completely compatible with the Super Game Boy cart on the SNES which looks particularly neat as you view the spectacle in full colour over the shoulders of other super bombermen lurking in the border.

No one has managed to go horribly wrong with *Bomberman* and it's unlikely Virgin will have a dud fuse on their hands with this licence from Hudsonsoft. Due out in November (probably on Bonfire night) it's sure to be an explosive little cherry bomb of a cart.

VITAL STATISTICS

NAME: SUPER BOMBERMAN 2
PUBLISHER: HUDSONSOFT /VIRGIN
SYSTEM: GAME BOY
PRICE: £TBA
SIZE: 1 Mbit
AVAILABLE: NOVEMBER

Colour Game Boy!



PROBOTECTOR 2

GAMES WATCH

The Probotector series has long been a favourite with thrill-seeking Nintendo players everywhere. Amazingly, Probotector II has been crammed – giant bosses and all – onto a tiny Game Boy cart so that now you can take the gun-toting probo-boys anywhere you want. Just watch out for large mechanical tortoises.

Known as *Contra* in the US, the *Probotector* games have always received high acclaim as being some of the toughest and most exciting titles to reach the console. Famed for their plentiful power-ups, imaginative levels and enormous guardians, they have appeared on almost every games machine in some incarnation or other. Originally released on arcade machines in 1987 as *Gryzor*, they have continued to capture the imagination and test the firebutton fingers of hardened platform experts for over seven years. Now appearing for the second time on the Game Boy, this time as the rather predictably titled *Probotector II*, they seem ready to set handheld owners one of the liveliest challenges they will have faced to date.

Set in the year 2636, the earth is under attack from a wave of brutal alien monsters capable of reducing whole cities to rubble and ash in the most awesome attacks of aggression ever witnessed on any planet. Their ultimate goal is the total destruction of humankind, all that stands between the tyrannical invaders and the completion of their evil plans is the latest technological innovation from earth's few remaining scientists. A new generation of robot has been created to stand alone against the ever advancing aggressors, The Probotector may be the last chance for the human race.

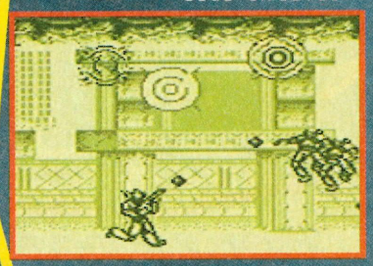
Setting the player 5 tough levels to finish, 3 from overhead and 2 from the side, *Probotector II* is an impressively accurate conversion of 1993's *Super Probotector*. It is also Super Game Boy compatible with lots of colour to delight owners of Nintendo's newest add-on.

The Probotector has access to a wealth of power-ups and weapons to use in his mission to save the planet and as you play the game you quickly learn which ones to use in which situations. Choose the wrong gun at the wrong moment and you could well find yourself in dire straits against some of the huge enemies that lie in wait.

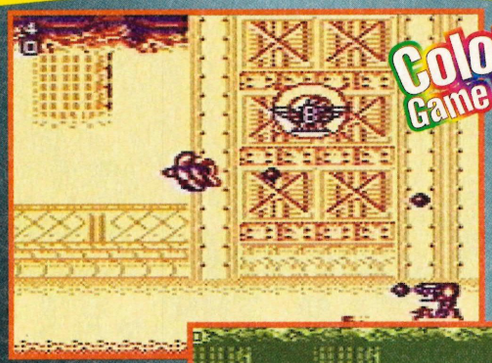
The password function that exists within the game is also very welcome, allowing you to take up your game at the level on which you died or finished, should you wish to return at a later date – vital if you're playing on trains or buses and get wound-up when the journey finishes before you do.

This looks like being an extremely difficult blaster that should satisfy even the most demanding of adrenaline freaks, *Probotector II* will bring its tough message to the Game Boy in October:

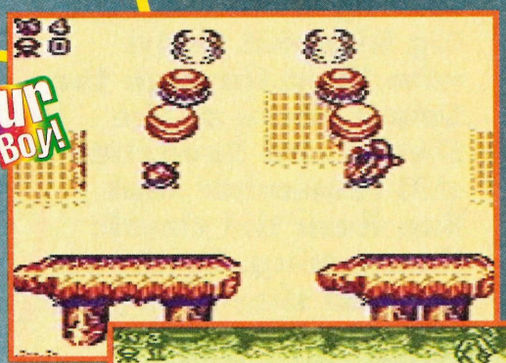
"Be Pure, Be Vigilant, Kill an Alien." We can't wait.

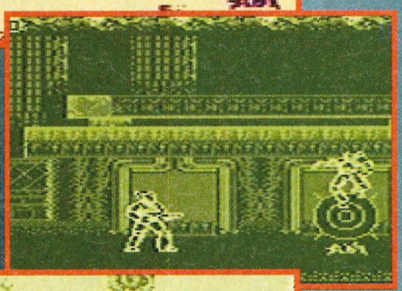


It's a case of dodge those bullets as you leg it through a side-on level.

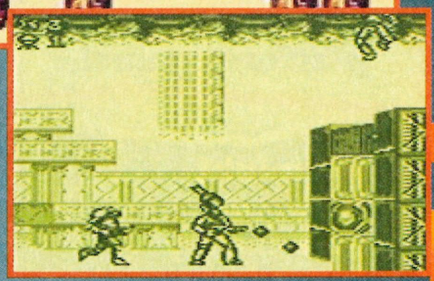


Colour Game Boy!

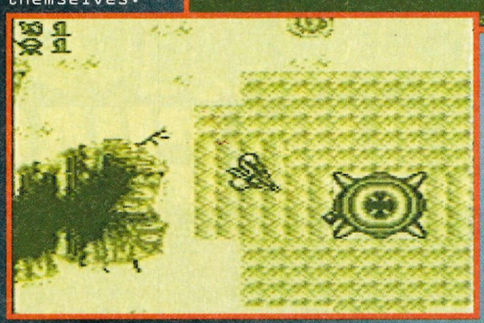




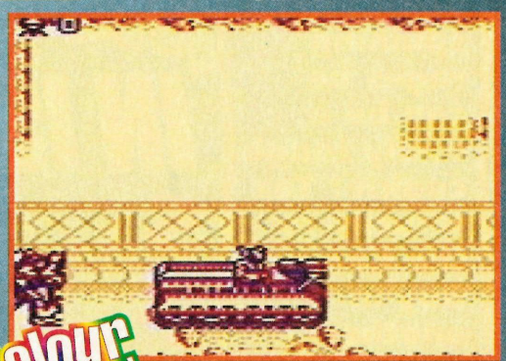
Above: As you fight your way through each level don't forget to pick up the handy power-ups that present themselves.



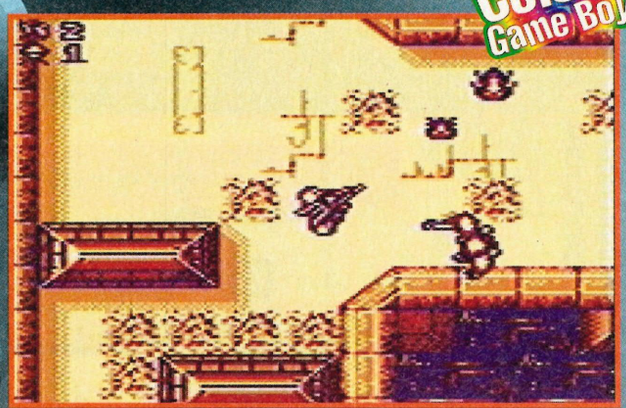
Above: Destroy the eye in that building and the whole thing will fall, letting you proceed.



Above: You are constantly being pushed to the edge by the flowing rivers of sand. You must kill that nasty in the middle.



Colour Game Boy!

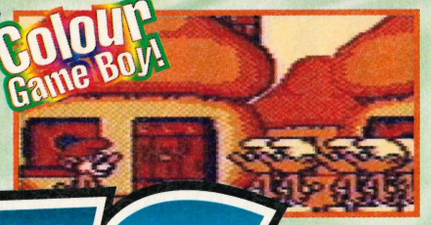


VITAL STATISTICS

NAME	PROBOTECTOR 2
PUBLISHER	KONAMI
SYSTEM	GAME BOY
PRICE	£24.99
SIZE	1 Mbit
AVAILABLE	OCTOBER

GAME BOY

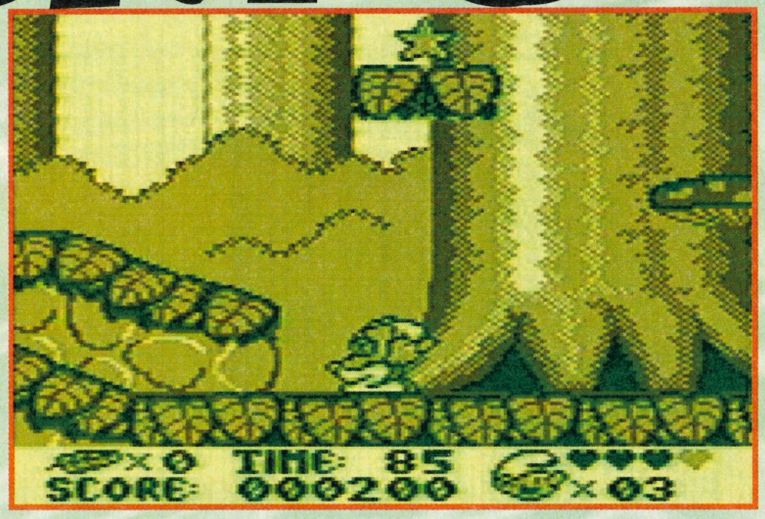
THE SMURFS



'Where are you all coming from?' All the big kids out there who lived through the Smurf boom of the Sixties and Seventies will remember that line from the classic theme song. Well now you can sing it as you play the Game Boy platform game!

The handheld version of *The Smurfs* looks and plays very similar to its Super Nintendo big brother. The Smurf characters are all big and bold with smooth animation and lots of cheesy grins and the backgrounds are full of cartoon detail.

There are various gameplay elements to master in Smurf world. The game starts with a traditional platform style. The little Smurf can jump over logs, stomp on any creatures that get in his way and collect power-up stars for extra points and mini-Smurfs for lives. Then there's a snow-boarding session down a mountainside. Falling from one of the peaks means instant death so accurate jumping is needed to make it safely through – avoiding the grizzly bears is a task in itself. A water section has the hero Smurf on a big log zipping inbetween menacing



Left: Mind your head! This Smurf is careful to duck after he leaps. A wise precaution.

He might look cute and cuddly but when he goes into one of his spinning rages he can be a really tough cookie! Taz returns to the Game Boy in another cool platform adventure!

TAZ-MANIAN DEVIL IN ISLAND CHASE

Sunsoft have brought the frantic antics of the crazy little Taz-manian Devil back to life again in a game packed full of the excitement and craziness of the Warner Bros cartoon show.

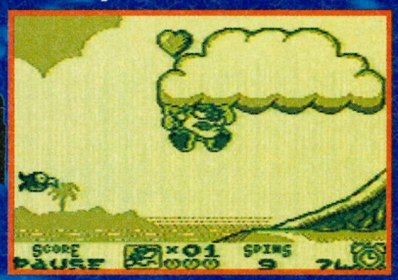
With multiple sections to complete and lots of bonus levels to discover Taz has really got his work cut out this time. He can jump and trot around, bouncing on creatures' heads to daze them or going into a manic spin to knock anything he touches for six!

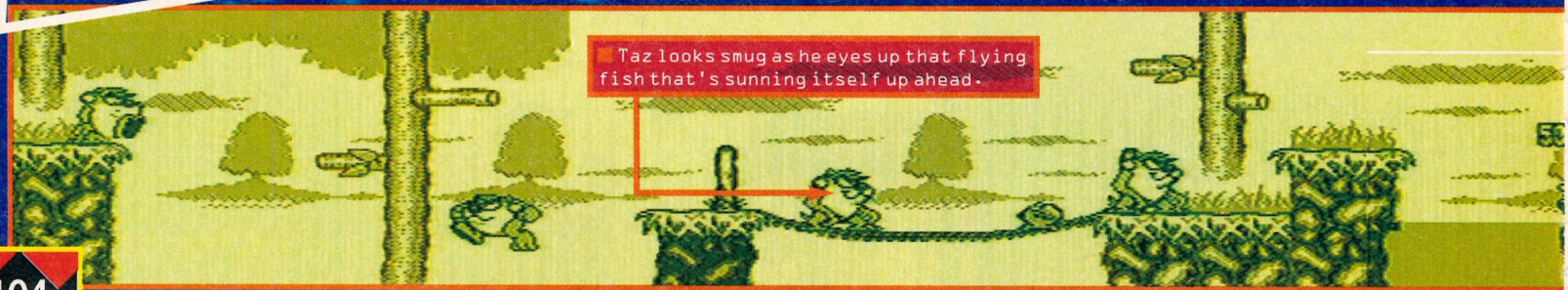
Each level is an island around Tasmania starting on Christmas Island with dropping platforms and rising water levels and then over to Easter Island for lots of palm trees and clouds to climb over. Between these there are little challenges to complete and, of course, the usual vicious end of level guardians to defeat.

Bonus stages come in all shapes and sizes. The first sees Taz thrown off a quay side and into a spin. The spin must be kept going or he will sink into the water. The second has a cool 3D road track with Taz running down it. Fences must be jumped and icons collected along the way, but the main objective is to reach the finish line within the time limit.

Taz-Manian Devil in Island Chase is set to make all Taz fans dangerously dizzy from the minute they switch on their Game Boy.

Taz gets in a bit of a tiz as he leaps through the air. Maybe it's because he's missed that heart floating above the clouds.





Taz looks smug as he eyes up that flying fish that's sunning itself up ahead.

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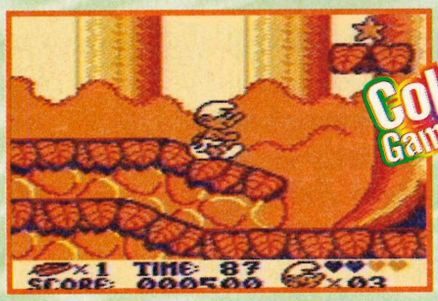
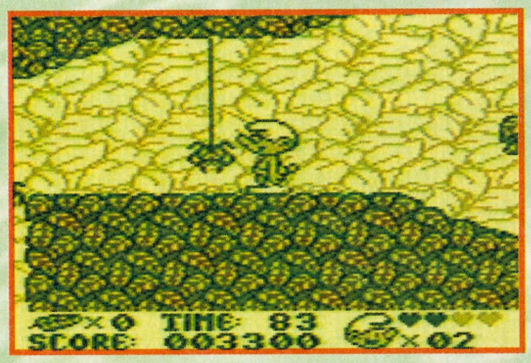
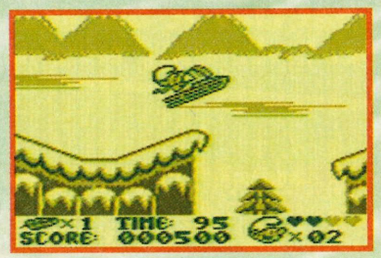
looking logs with the current speeding him on. The speed increases the better you get at it until you almost need pure luck to get through.

The end of level guardians look really impressive on the small screen, almost filling it completely! Defeating them as a tiny Smurf seems like an impossible task but you should never underestimate these little creatures – they can pack a pretty powerful punch when they feel like it.

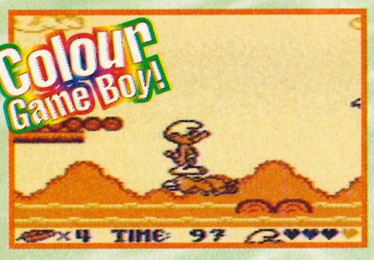
Prepare to dust off that blue hat and white beard, you might just need them.

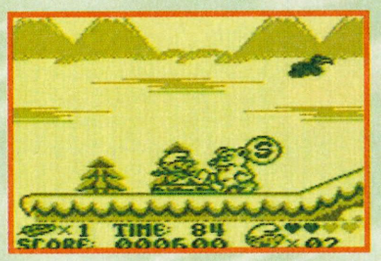




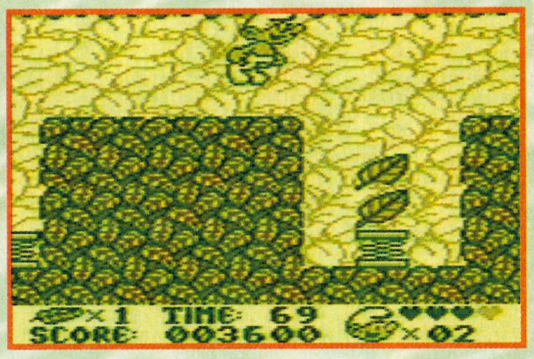


■ Right: Even the spiders look cute in this adventure.





■ Above: Time for a bit of Smurfin' snoboarding. Push off down the slope and you're away. Left: "Fancy meeting you here!" Strangely enough you bump into a Polar Bear on the ice level. Right: Put a spring in your step by leaping onto that bouncy platform.



GAMES WATCH

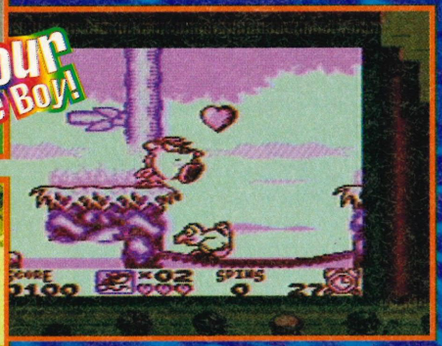
VITAL STATISTICS

NAME : THE SMURFS
PUBLISHER : INFOGRAMES
SYSTEM : GAME BOY
PRICE : £24.99
SIZE : 2 Mbit
AVAILABLE : OCTOBER

TAZ GRABS

While bouncing around the outback and stomping on seabirds down the beach Taz can grab power-ups, usually placed in awkward parts of the level. These will help him reach the end of the section in one piece and not end up dazed on the ground.

■ Below: "Go step on a seagull!" Squelch.



VITAL STATISTICS

NAME: TAZ-MANIAN DEVIL IN ISLAND CHASE
PUBLISHER: SUNSOFT
SYSTEM: GAME BOY
PRICE: £24.99
SIZE: 2 Mbit
AVAILABLE: OCTOBER

HEART

■ Surprisingly, this will replenish one of Taz's hearts taken away by a collision with a roaming animal.

TIMER

■ This adds a few more seconds to the time limit to give Taz more of a chance of reaching the end.

SPIN

■ There are only so many spinning rages that Taz can perform and picking up an extra one will help out.

GEM

■ There are gems dotted about each level, collect them for an extra bonus at the end of the level.

■ It's enough to make your head spin! You ought to save your strength though.

DARKSTALKERS

the night warriors

Darkstalkers: The Night Warriors is all set to come bursting into your nearest arcade with the dazzling graphics, ear-piercing sounds and the fighting frenzy of a Street Fighter II coin-op. That's hardly surprising... It's developed by the same award-winning team who brought us that classic but this time with a fresh appeal. As they tend to say, 'Fight!'

VITAL STATISTICS

NAME: DARKSTALKERS: THE NIGHT WARRIORS
PUBLISHER: CAPCOM
SYSTEM: ARCADE
PRICE: £TBA
SIZE: N/A
AVAILABLE: SEPTEMBER

Sasquatch, the Canadian Snowman prepares his hat attack against the tricky vampire, Demitri.

Darkstalkers: The Night Warriors is an all-new beat'em-up designed by the creators of the legendary *Street Fighter II* series of arcade brawls. With over 60% of Capcom's massive Research and Development arm aimed at the coin-op sector, it ought to offer something special... And it does. With slightly different gameplay from *SFII* to go with the large, finely detailed characters and a cartoony appeal this should have all the fun and games you'd expect from those masters of the beat'em-up art.

Darkstalkers brings together some of the smartest graphics and mingles them with interesting, off-the-wall characters. As a one or two player game it introduces ten of the funniest animated monster warriors from around the world who gather together to compete in the fight of their afterlife to see who'll reign as the ultimate Lord Master (or Lady Mistress) Darkstalker of the night.

Battling it out in the standard best-out-of-three contest, players can choose from a wide range of fighting characters each possessing his or her own unique fighting skills, speeds and special moves, making them ready to face any challenge as they utilise their most powerful strengths and magical abilities.

The fighters' techniques are varied. The Vampire, known as Demitri Maximoff from Romania, has attacks including the dreaded Chaos Flare. The English Werewolf, Jonathon Talbain, who inherited his family curse of lycanthropy, defends his rock 'ard stature by performing the dreaded Beast Rush. There's also a Frankenstein's Monster character, known as Victor von Gerdenheim, whose big special move is the knock-out Giga Hammer!

Some of the more comical characters include the Zombie, named Lord Raptor, an Australian hard rocker who jams on his guitar after beating an opponent with moves like the Fatal Hurricane. And there's also a Canadian Snowman, Sasquatch (not to be confused with *Clayfighter*'s Bad Mr Frosty!) who ices his opponents with a Big Snow Attack.

Of course, there are the obligatory female characters. Felicia, the catwoman, has a selection of exotic and feline manoeuvres including the Sand Splash. Scotland gets a game character in the Succubus, Morrigan Aenslaed, a temptress or mistress of the night with numerous, nasty magical powers including the devastating Shadow Blade. To make up the numbers there are three more; The Mummy, Anakaris (with his Royal Judgement Day attack), Rikuo, the Brazilian Merman (who attacks with a crushing Sonic Wave) and Bishamom, the Samurai Ghost Warrior (who defends his honour with the interestingly titled Storm Wind).

Featuring the patented Capcom six-button control panel it offers full-challenging game action. Well, it plays much like *Street Fighter II*, but the team have tried out some new approaches such as sharper in-game graphics with a special move bar at the bottom to plan and execute your attacks. It also features all the standard individual character strengths, speeds and weaknesses, combo's and all the action of a top notch beat'em-up extravaganza.

Set to be the hottest original arcade scrapper to appear in the apathy-inducing *Mortal Kombat* and *Street Fighter II*'s re-releases. *Darkstalkers*, with its finely detailed comical action and hilarious graphics and animations this could well be the fighting arcade hit of the year. We're just waiting for the console conversions to appear, and appear they will. Later.

A rare sight in arcade coin-ops is this battle of the Brits. Morrigan the Scot flares upwards as English Talbain bites back.

Below: The Brazillian Merman is mummified, literally, by the grip of Anakaris.

GAMES WATCH

Dungeons & Dragons: Tower of Doom is an action game with all the appeal of swords and sorcery that has long captivated people's imaginations. This is D&D with a difference though, there's no dice rolling here, or some bearded type telling you what to do, this is classic arcade hack 'n' slash action!

VITAL STATISTICS

NAME : DUNGEONS & DRAGONS: TOWER OF DOOM
PUBLISHER : CAPCOM
SYSTEM : ARCADE
PRICE : 50P/CREDIT
SIZE : N/A
AVAILABLE : OUT NOW

Dungeons & Dragons

Tower of Doom

■ Electric action as one blade swoop sends sparks flying.

D&D: Tower of Doom is the first side scrolling beat'em-up to appear for a while and one that isn't a follow-up. Nothing original there, I hear you say, but this Capcom fighting extravaganza offers something quite special as four people can play simultaneously, with new players being able to join in even after the game has already started.

This isn't your standard *Golden Axe* clone, although it bears more than a passing resemblance to that classic as you hack 'n' slash from left to right. Players take on the role of either a Fighter, Cleric, Elf, or Dwarf as you set out to reach the republic of Darokin, at the centre of a mystical continent. As you'd expect, on the way, legendary monsters and dragons appear and try to keep your players from proceeding – by killing them of course! If the player characters are to continue they must eliminate these mythical enemies by use of powerful magic and swordsmanship.

The character you pick in the game has a lot of bearing on how you will play the game. For instance, the Fighter is a swordsman of great strength whose long sword enables him to attack from a distance while the Elf is nimble and shrewd and well versed in magic spells. The Dwarf is a rather stumpy but powerful fighting machine, whereas the Cleric can't use sharp instruments and might have to call upon heavenly intervention.

Magical items are placed here and there to help you on your travels like the Boots of Speed (that double your rate of movement) and the Gauntlets of Ogre power (increasing your power to the max – boosting your attack strength). There are also magic rings with names that are pretty self-explanatory such as a Protection Ring, a Fire Resistance Ring, and a Ring of Lightning Bolt.

Top notch Capcom graphics and QSound add realism to the whole caboodle and the story unfolds differently each time you play so that no one game is ever alike. Levels aren't standardised either – so you could be unlucky enough to bump into a dragon early on in the game when you've only got a bit of energy to play with – toasty!

You can bet that its death-defying thrills and challenges will wrap you in a dreamlike cloud of adventure even if you're just stuck in your stuffy, local arcade. This looks like a fighting frenzy that makes no pretence about being breathtakingly novel, just providing the kind of scrap that people want. It'll slay you.

■ An orgy of destruction takes place as four players get into a slice and dice frenzy!

COMPETITION...COMPETITION...COMPETITION...COMPETITION...COMPETITION

THE GREATEST CO

WIN A RISE OF THE ROBOTS ARCADE MACHINE!

This is it. The moment every gamesplayer in the country has been waiting for with baited breath. Your chance to win a Rise Of The Robots Arcade Machine, delivered to your door by the World Gamers themselves.

After 3 issues of voucher collecting here is the final part of our fantastic coin-op compo. Simply answer the final question on Token 3 at the bottom of this page and send it, along with Token 1 from the August issue and Token 2 from the September issue, in an envelope with a fully completed entry form to the Games World: The Magazine address printed at the bottom of the form.

If you have been unfortunate enough to have missed any of the Tokens, then fear not, you can order back issues of the magazine on pages 124-125.

Don't delay, there can be only one winner in this colossal arcade unit giveaway.

THE FINAL RULES ARE:

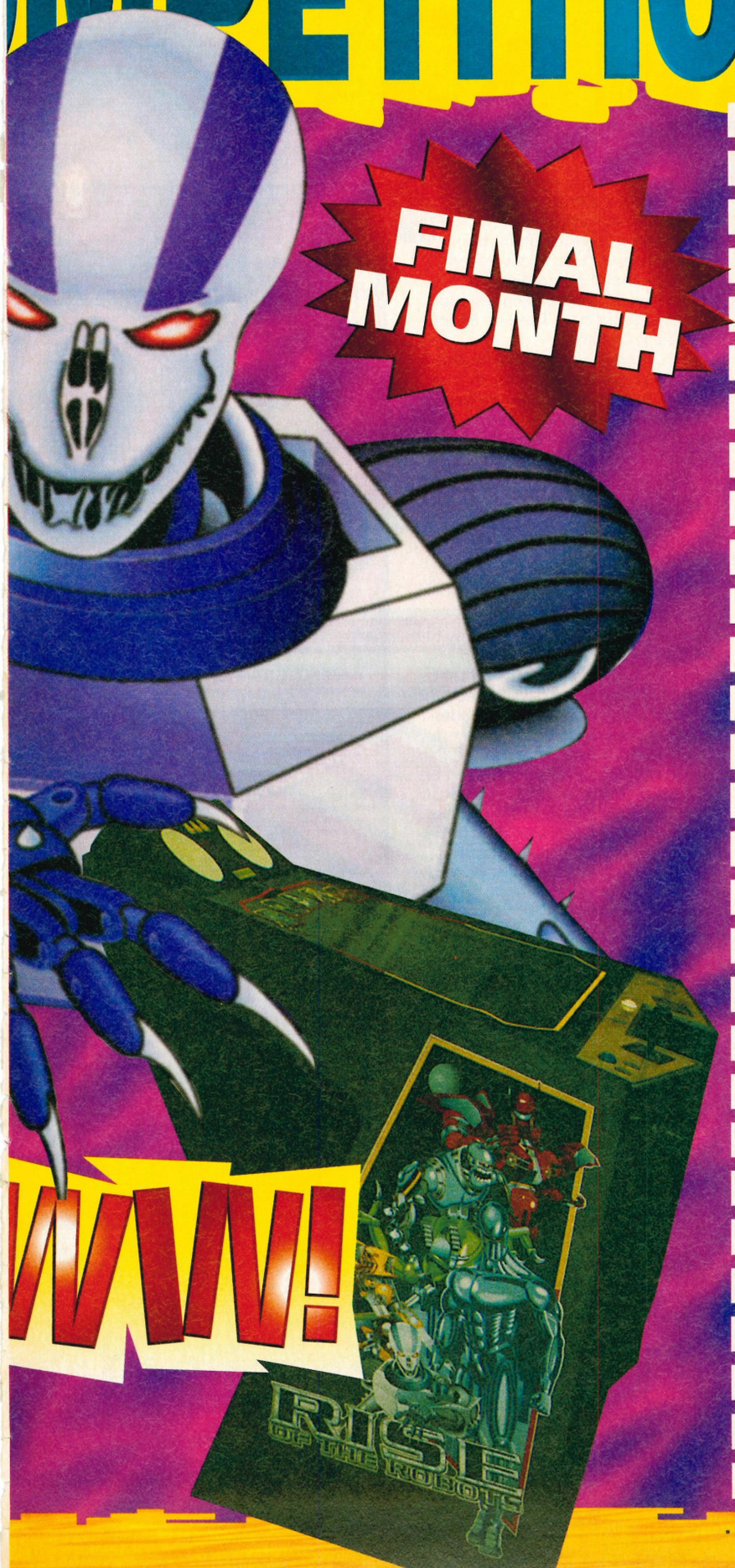
A fully completed entry form, plus all 3 Tokens must reach the competition address no later than the 30th of October 1994.

No photocopies of the Tokens or the entry form will be accepted.

The winner will be chosen by the World Gamers. Games World: The Magazine's decision is final.

No Paragon employee or relative may enter this competition.

MPETITION EVER!



FINAL MONTH

WIN!

RISE OF THE ROBOTS COMPETITION

FROM OCTOBER ISSUE OF GAMES WORLD: THE MAGAZINE.

3 TOKEN

Q What was the name of the robot that starred in the 1950's hit film Forbidden Planet:

A .....

.....

.....

■ I WANT TO WIN A RISE OF THE ROBOTS COIN-OP!

Name: .....

Address:.....

.....

.....

Postcode .....Tel: .....

CHECKLIST

☐ I have included all 3 Tokens.

☐ I have filled out the Entry Form in full.

FINAL QUESTION:

I pledge my undying loyalty to Games World: The Magazine because.....

.....

Entries should be posted to Rise Of the Robots Compo, Games World: The Magazine, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.

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Access All Areas

Adrian Price is yet again forced against his will to look at Manga films on nice big TV's and watch music videos while sipping Flaming Sambucas and perhaps, if he wants to, look at comics as well. And he gets paid for this?

SOFTWARE/MUSIC

SIGN OF THE TIMES

■ Hot off the CD-ROM presses comes a new and startling development in the world of interactive entertainment. The rock star who used to be known as Prince (but now has to be referred to by his symbol 0+>) has released a complete entertainment package, *0+> Interactive*. This CD-ROM effort is designed to work with both multimedia PCs and Apple Macs fitted with a CD drive.

The disc includes three full length videos of 0+> and his band performing *Diamonds and Pearls, Get Off* and *Endorphine Machine* (exclusive to this disc) as well as clips of many other videos. It also includes a small element of adventure gaming with mazes, puzzles and objects to be found. While exploring the mazes you come across various objects and pictures that react when approached. These multimedia experiences include archive video footage and photographs plus interviews with other famous and respected musicians like Eric Clapton and Little Richard.

0+> Interactive costs £49.95 and is only available through branches of HMV and from 0+>'s New Power Generation shop in London. At this price it represents remarkably good value for money, provided you like 0+>'s music. ■

WOODSTOCK: 25TH ANNIVERSARY

■ This year on August 13th, Woodstock was 25 years old. Woodstock isn't that little yellow ball of fluff from the Charlie Brown cartoons but a historic festival that was held over three days. Three days of rock and roll and peaceful vibes, coupled with some of the greatest music legends ever to grace our eardrums, Woodstock is about to be repeated. If you've got a PC-CD ROM, then you will be able to join in the celebrations by interacting with this multimedia festival via clips of the music and trippy little paint packages that were all the rage in the Sixties. £29.99, August 12. ■

37" HIGH RES MONITOR £8395 – MITSUBISHI

■ Alright, I know that the price tag might be just a bit too hefty for most of us, but we also cater for the filthy rich people as well, if any are reading. This is more than ideal for those impressive games you might have tucked away in a shoe box somewhere. This has PAL, NTSC, VHS and S-VHS inputs for those that are interested. For more info call (0707) 276100. ■

TVCR240 TV AND VIDEO £399 – PHILIPS

■ Now this is more like it. For those that hate having all their wires and cables dangling out the back of their TVs, then take note. Philips (again) have designed for you a television and video recorder incorporated into a single unit. No more messy cables or wires. It also has Digital Auto-tracking that will find the start and end of programs for you. Oh joy. Coming with a 14" screen it

MANGA

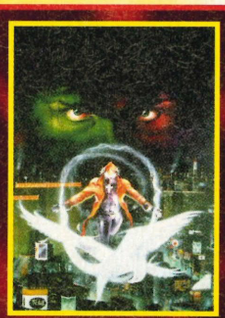
■ All of these videos will be released on September 12th:

The Guyver: Data 6 – Terminal Battle, The Fall of Chronos Japan

■ **Certificate:** PG
■ **Price:** £5.99
■ **Plot:** With an ever-lengthening title, this episode sees Guyver 3's identity finally revealed (gasp). With Mizuki and Tetsuo in prison, Guyver 3 sets about his plan for the destruction of Chronos Japan. ■

Tokyo Babylon (Part 2)

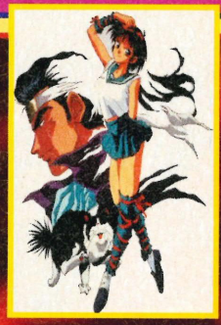
■ **Certificate:** 15 (To Be Confirmed)



■ **Price:** £10.99
■ **Plot:** Starting with a brutal murder in a Tokyo subway within minutes of the opening credits, you can be sure this film will be full of action. Mirei Hidaka has an extraordinary power to look into the past and actually re-live it, making police work a doddle. But when Mirei's mother is the next victim of a psychotic serial killer, desparate measures are called for. ■

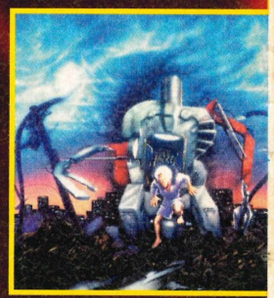
Zeguy

■ **Certificate:** PG (To Be Confirmed)
■ **Price:** £8.99
■ **Plot:** Two young girls are whisked away to the ethereal Empire of the Clouds by the power-hungry Himiko and her evil cohorts. One of them is rescued by some ancient guardians who help her to fight against the evil Himiko and rescue her friend. ■



Rougin Z

■ **Certificate:** 15
■ **Price:** £12.99
■ **Plot:** Modern day Japan is facing a crisis. There are more old people than ever before and the government must do something about it. They devise a project called



HARDWARE

start an intergalactic war if you fail in your task. If you have a video recorder then you'll be able to play it as all you have to do is watch the video and play along with the accompanying board and pieces. You have to try and outwit the Klingon and win the game before the time limit of 60 minutes is up. Are you up to it? ■

certainly must be one of the best packages you can get. Just think, you can video all of your splendid *MK2* finishing moves and send them round to your mate's house and then laugh at them. Super. Call Philips on (081) 665 6350. ■

STAR TREK: THE BOARD GAME £24.99 – HASBRO

■ New from Hasbro, those people that make all the top board games, comes this new Trekkie game that is surprisingly interactive. Your mission is to regain control of the USS Enterprise and defeat the evil Klingon Captain Kavok – who will

COMPO

■ Well if you are up to it then enter this competition to win one of 20 games that we have to give away thanks to our top friends at Hasbro. All you have to do to win one is answer this top question and send it to the usual address on a postcard. If your name is pulled out of the bin in time, you'll get a game.

Q What is the name of the Borg that Jean-Luc-Picard is turned into when he is kidnapped by the fiendish alien race.

"The Z Project", Z being a fully automated bed able to take care of the person that it's asked to care for. However, there is a nefarious side to all of the government's kindness. Only time will tell... ■

STREET FIGHTER COMIC

■ The ever popular *Street Fighter* is to get its own comic that chronicles the adventures of Ryu, Ken, Chun Li, and all the other ass kicking warriors. Being brought to you by Manga Publishing, the same people who bring you all the Manga videos every month. Drawn by Masaomi Kanzaki, the artist who has animated films such as Xenon, Street Fighter the comic is sure to get that Anime look. The first issue goes on sale on the 30th August and will cost you no more than 95p for 32 pages of Street Fighting action. Hadoken! ■

VIDEOS TO BUY

CINEMA PARADISO

■ **Price:** £21.99
■ **Certificate:** 15
■ **Available:** August 30th
■ **Plot:** This is the story of a young boy who is intrigued by the old projectionist and the movies that he plays at his cinema. An Italian film that was the winner of Best Foreign Film award at Cannes, this is the special edition that is three hours long and comes boxed with the script of the film. Stars Philippe Noiret and Salvatore Cascio. Subtitled.

THE VANISHING

■ **Released:** 5th September
■ **Price:** £10.99
■ **Certificate:** 15
■ **Plot:** Jeff and Diane (Keifer Sutherland and Sandra Bullock) are on holiday, little do they know that an evil psycho (Jeff Bridges) is out to kidnap a woman and guess who he stalks. A tense and compelling psychological thriller about one man's obsessive quest to discover the fate of his girlfriend.

STAR WARS EMPIRE STRIKES BACK RETURN OF THE JEDI

■ **Price:** £10.99 (Full Screen), £12.99 (Widescreen Format)
■ **Released:** September 5th
■ **Certificate:** U
■ **Plot:** Good versus Evil... in space. The ever popular sci-fi trilogy is about to be released again in both normal and widescreen formats. All three films have been remastered and had their picture and sound quality improved. All the boxes will have new artwork and loads of info about the backgrounds of the films. If you're seriously into Star Wars, then you shouldn't miss them.

RENTAL

SHORT CUTS

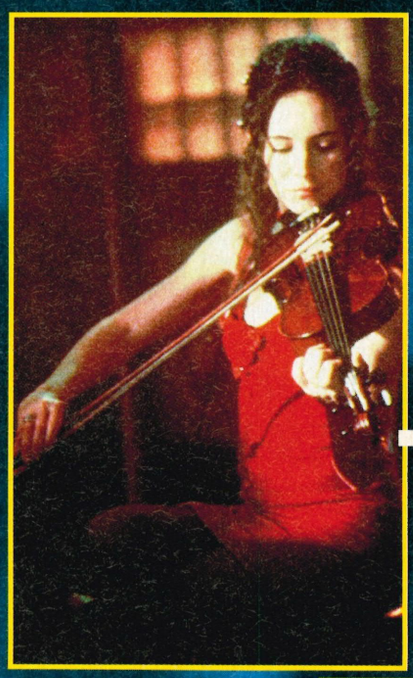
■ **Released:** September 12th
■ **Certificate:** 18
■ **Plot:** 22 different characters and nine stories are tenuously linked and at the end of the film all somehow manage to come together. A star studded cast includes Andie MacDowell, Madeline Stowe, Tim Robbins, and Chris Penn.

THE SAINT OF FORT WASHINGTON

■ **Released:** September 12th
■ **Certificate:** 15
■ **Plot:** A moving tale of two homeless people who come together while they are both down on their luck and somehow manage to get back on the straight and narrow... for a while at least. Danny Glover is the ex-Vietnam vet, and Matt Dillon plays a schizophrenic who loves photography. Have a hanky at the ready.

BLINK

■ **Released:** September 7th
■ **Certificate:** 18
■ **Plot:** Madeline Stow is a blind violinist who has the opportunity to have her sight restored. After the operation she starts getting delayed vision only 'seeing' events many hours after she has actually witnessed them. Seeing a murder take place one night, she doesn't actually 'see' the killer until the next morning. Scary in places. A good film.



DARK WATERS

■ **Released:** September 7th
■ **Certificate:** 18
■ **Plot:** This is a spooky and tense film that tells the tale of a young and beautiful girl called Elizabeth. She starts to investigate the mysterious circumstances between her father's death and a sinister religious sect that lives on a remote Crimean island that's too close for comfort. Stars Louise Salter and Verena Simmons.

■ 111 111 111 111 111 111 111 111 ...

FILMS/CINEMA

BLOWN AWAY

■ **Released:** September 2nd
■ **Certificate:** 15
■ **Plot:** Jeff Bridges and Tommy Lee Jone, star in this action movie. An explosion rocks the city of Boston and has everyone fearing more of the same. Jeff Bridges is the elite bomb disposal expert who fears no-one and has the unenviable task of tracking down the bomber. ■

WYATT EARP

■ **Released:** September 9th
■ **Certificate:** 12
■ **Plot:** Kevin Costner is the fabled Sheriff Wyatt Earp in this film of epic proportions. The film follows the adventures of Wyatt and his brothers as they try to uphold the law in infamous Dodge City (where they have run out of lawmen). Also stars Dennis Quaid and Gene Hackman. ■

CLEAR AND PRESENT DANGER

■ **Released:** September 16th
■ **Certificate:** 18
■ **Plot:** Harrison Ford returns as Jack Ryan, the ex-Marine from Patriot Games who is now in the CIA, but always manages to get himself into some very tight situations. This time around he's been made up to Acting Head of the CIA. He then finds out that someone close to the President has connections with Colombian drug barons and so he sets off to Bogota. ■

THE COLOUR OF NIGHT

■ **Released:** September 9th
■ **Certificate:** 18
■ **Plot:** Bruce Willis is a psychiatrist who flies out to Los Angeles to visit a friend of his who is also a psychiatrist and sits in on one of his therapy groups. Little does he know that very soon his friend is about to get killed. The police have a theory that the killer is a member of the therapy group and they ask Willis to take it over to find the killer. Also stars Jane March. ■

SPEED

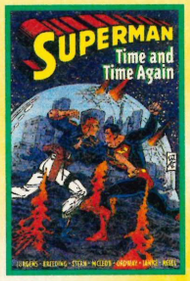
■ **Released:** September 30th
■ **Certificate:** 15
■ **Plot:** Keanu Reeves is a Los Angles SWAT member who has the thankless task of stopping Dennis Hopper, who plays a mad man. Hopper has rigged up a bus with explosives so that if it goes any faster or slower than 50 mph, the whole thing will blow up. Fast action film that's sure to have women swooning over Keanu's boyish good looks. ■

BOOKS

STAR TREK: TESTS OF COURAGE

■ **From:** Titan Books
■ **Released:** September 22nd
■ **Price:** £9.99
■ This is a new graphic novel based upon the original crew of the Enterprise. It follows the story of Sulu and how he left the Enterprise to become the Captain of the USS Excelsior. Kirk also has the problem of retrieving McCoy from behind enemy lines after Bones is kidnapped. With a foreword by George Takei, no Trekkie should miss this. ■

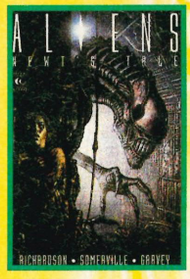
SUPERMAN: TIME AND TIME AGAIN



■ **From:** Titan Books
■ **Released:** September 15th
■ **Price:** £5.99
■ Yet more stories of the man in the red pants, this time around he's joined by Waverider, the Metal Men, and the Legion of Superheroes. Plenty of Superman stories for everyone. But still no Lois Lane books though, damn. ■

ALIENS: NEWT'S TALE

■ **From:** Titan Books
■ **Released:** August 25th
■ **Price:** £6.99
■ Newt was the little girl in Aliens (she was pretty tough for her small stature). This graphic novel tells the Aliens story, from her point



CD-i

■ For more information on any of these titles, you can call Philips on (081) 781 8251

MOVIES

PLANES, TRAINS AND AUTOMOBILES

■ Steve Martin and the lardiest comedian of them all, John Candy, go on a manic and highly funny trek across America. Steve Martin tries his hardest to get rid off the annoying Candy but the inevitable bonding occurs. ■

GOLDFINGER

■ Da na, na naaaaa, na na, na. Dobbly doo, do do do... Bond is back and this time he has to stop a nuclear bomb from going off in Fort Knox and blowing up all of the world's Gold. Oh, and while he does that he also gets to do all manner of macho things with Honor Blackman. ■

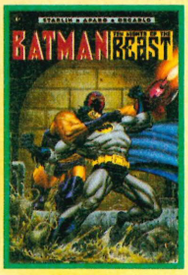
COMING TO AMERICA

■ Eddie Murphy is Prince Akeem, trying to find a bride in Queens – one of the roughest of New York's neighbourhoods. Also stars Arsenio Hall and James Earl Jones. ■

of view. Seeing her father return from an alien ship with a facehugger, she has recurring nightmares. ■

BATMAN: TEN NIGHTS OF THE BEAST

■ **From:** Titan Books
■ **Released:** August 18th
■ **Price:** £3.99



■ Batman has his work cut out this time as he goes up against the most ruthless assassin that Russia has ever produced – The KGBeast, a faceless killer that no one has ever seen... and lived. Already on a bloody rampage, the Beast is out to kill the ten most important people in the Star Wars program. If he succeeds, then that could well be the end for the entire SDI program. Batman must stop him at all costs. A well written and quite intriguing story that will keep you turning those pages. ■

BATMAN: DARK JOKER THE WILD

■ **From:** Titan Books
■ **Released:** September 15th
■ **Price:** £5.99
■ A strange one this. Taking the Batman genre to new heights is this new book. One of the Elseworlds series, a concept where our heroes are taken to strange places from their usual settings and made to get on with it. In an enchanted forest, the Dark Joker who is a demented sorceror, and Bat-Man, a malformed outcast, do battle to see who will rule the fate of this strange land. Weird stuff. ■

GAMES WORLD

■ We've asked the makers, Hewland International what they've got in store for the Thursday night live show:

Well for a start it's going to be called Network Live and instead of having Philip Edgar Jones running around the country a new geezer by the name of Andy Collins will be doing the outdoor stuff. As for the telephone challenges there will only be one per show but there will be big prizes at stake for the winner. Vynny Ward, the show's top technical bod and Take That enthusiast commented: "The contestants that win will go on to play a special level of Doom and if they win will become immortalised within the game." Also planned is an Internet chat facility that will allow you to send messages onto the screen.

Get ready for Thursdays. ■

CLOTHING

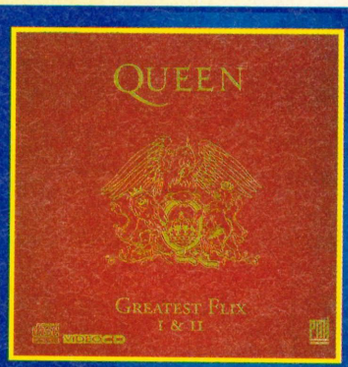
■ We have 5 *Street Racer* jackets to give away, courtesy of our chums at Ubi Soft. If you would like to win one of these fine American style bomber jackets then answer this one simple question and send it in. The question is: What nationality is Hodja the Street Racer? Look out for the review next month in **Games World: The Magazine**. ■

VIDEO CD'S

■ There is now a new format for watching your favourite music artists on. Forget VHS videos, Video CD is the 'new' thing. At the moment, you can play any Video CD on CD-i's , PC CD ROM's, or CD32's so long as they have an FMV cartridge. And not too far away are the Video CD dedicated machines that will also play normal CD's as well as this new format. At the moment there are only a few artists but more are on their way:

- **Queen: Greatest Flix I & II**
- **Pink Floyd: Delicate Sound of Thunder**
- **David Bowie: The Video Collection**
- **Tina Turner: Simply The Best '94**
- **Kate Bush: The Whole Story '94**

The Queen title is £24.99 and the other four are all £19.99.



PREMIERES

■ Here, have all the new films that are about to be premiered on Sky in September:

SKY MOVIES

UNFORGIVEN
■ **Saturday 3rd** ■ **8pm**
■ Clint Eastwood stars in this Western about a man forced to return to a life of crime in order to get by. Also stars Gene Hackman and Morgan Freeman.

MR NANNY ■ Saturday 11th ■ 8pm
■ The Hulkster plays the doting childminder to a couple of hooligans and then sets about rescuing their father when he gets abducted by criminals.

TOYS ■ Sunday 25th ■ 8pm
■ A toy factory is inherited by a raving mad General, only his eccentric brother (Robin Williams) can save the day. Michael Gambon plays the General.

PET SEMATARY 2
■ **Friday 2nd** ■ **10pm**
■ Edward Furlong is the new kid on the block. When his new friend's dog is killed by his ruthless stepfather, they decide to bury it... in the cemetery. Anthony Edwards also stars

BODY OF EVIDENCE
■ **Saturday 17th** ■ **10pm**
■ Madonna and Willem Dafoe star opposite each other in this steamy courtroom drama. Joe Mantegna and Anne Archer also star.

THE MOVIE CHANNEL

LORENZO'S OIL
■ **Sunday 18th** ■ **8pm**
■ Nick Nolte and Susan Sarandon star in this tearjerker about their young son who has only a short time to live. Searching for a cure that finally becomes known as Lorenzo's Oil.

HONEY I BLEW UP THE KID
■ **Sunday 4th** ■ **8pm**
■ Rick Moranis is back as the bungling scientist father, who through a very big accident blows up his small son to a stonking 122 feet tall.

THE DISTINGUISHED GENTLEMAN
■ **Saturday 24th** ■ **10pm**
■ A small time con-artist (Eddie Murphy) suddenly gets to become a Senator in the United States congress after a Senator with the same name dies.

TRESPASS
■ **Tuesday 20th** ■ **10pm**
■ Ice T, Ice Cube and Bill 'Hudson' Paxton, star in this action film about two firemen who go on the hunt for treasure. Unfortunately, it's in the middle of gangland turf.

CONSENTING ADULTS
■ **Saturday 10th** ■ **10pm**
■ Kevin Kline and Mary Elizabeth Mastrantonio are an average couple who are thrown into turmoil when they try to imitate the lifestyles of their next door neighbours.

WIDESCREEN

■ The two films below will be shown as Widescreen films on Sky during September:

BATMAN RETURNS
■ **The Movie Channel**
■ **Thursday 1st** ■ **8pm**

MALCOLM X
■ **Sky Movies**
■ **Thursday 22nd** ■ **10pm**

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